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WHO ARE SPIDER-BOY AND DARK CLAW?
MALIBU TURNS UP THE HEAT WITH
FOXFIRE
PLUS:
Artist vs. Artist
Jimmy Palmiotti
Scott Lobdell
"Win The Shirt Off My Back!" Contest
The Marvel Chronicles
Ron Lim
And More!

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Stan Lee Presents
Marvel Vision #3
March 1996

Timothy Tuohy
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Vito Incorvaia
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Draw The Line Inc.
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Ruth Morrison, Fabian Nicieza
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Jim Sokolowski
Wonders why he wasn't asked to battle a DC character.

Kevin West & Phil Moy
Cover

Okay, let's talk about comics! Why do you read them? Why do you collect them? Why do you write story outlines during class, when you should be concentrating on Trigonometry or some other mind-numbing subject? Why do you sit and doodle out pictures of fantastically muscled men and curvaceous women during conference calls or budget meetings?

Well, as far as I was concerned, when Algebra and the like tried to eat my brain, I fought back. Comics are fun!

Comics were always one of those secret little vices that I had when I was growing up. That and chocolate. Comics were and still are a great way to go someplace different, have a little adventure, save the world; you get my meaning. By turning a few pages you can visit another state, another country, or even another galaxy. Who needs one of those clumsy rockets anyway? You're just going to get bombarded by those dreaded cosmic ray thingies.

What was the purpose of all this? Nothing and everything. Get out of the house, get some comics, get comfortable and read. Don't pack them away in your 3-ply mylar wraps and store them in the mercury vapor-lit vault in the basement. Read them first. Then if you want to do all that other stuff, go ahead. Comics are fun. Read them. Enjoy them.

I'mdone.

See ya in the funny pages.

Tim Tuohy

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EXCLUSIVE: INSIDE THE NATURAL HISTORY MUSEUM'S "DEVIL DINOSAUR" DISPLAY!
IN TODAY'S FOOD SECTION: COOKING WITH JARVIS, THE AVENGERS' BUTLER!

THE DAILY BUGLE

FRIDAY, JANUARY 5th, 1996 / Today, flurries, mid 20's; Tomorrow, same; Details, Page 24 — 50¢

BIG APPLE UNDER GLASS

AVENGERS BATTLE ARMY UNDER *MYSTERY* DOME

By Ben Urich

A mysterious dome-like structure enclosed Manhattan last night, an event which investigators are linking to the subsequent city-wide blackout and an invasion by unidentified troops. Authorities attribute both events to the actions of the military organization which stormed government buildings, only to be engaged by members of the superhuman team known as The Avengers.

The translucent glass-like wall appeared suddenly, cutting through the bridges connecting Manhattan to the greater New York metropolitan area. Pedestrians, subway cars, and automobiles caught in the path of the dome were embedded in the unknown material. Scientists, baffled by the development, are also puzzled by the ensuing energy outage, which affected all machinery, such as helicopters and buses, as well as structures powered by the city's electrical system.

In the midst of the blackout, Captain America, Thor and Iron Man, who have not served simultaneously as Avengers for nearly a decade, battled the army which had overrun the streets of the city.

CONTINUED IN CAPTAIN AMERICA #449, THOR #496, IRON MAN #326 & AVENGERS #396

THE ALLIANCE BOMBS WHITE HOUSE AND KREMLIN

By Bill Rosemann

A terrorist group known as The Alliance shocked and outraged the world community last night by bombing government buildings including the White House and the Kremlin. President Clinton and his family were not present at the time of the blast, but there are reports of fatalities within the House staff. Information from the former Soviet Union points towards multiple casualties and fatalities. This unprovoked attack, which authorities believe is not connected to the current situation in New York City, falls on the heels of last week's bombings of Mount Rushmore and the Great Wall of China.

"This was the act of a cowardly and depraved group. Terrorist acts will not be tolerated by the U.S. government, especially on our soil. Let me assure you, the criminals who struck in this heinous manner will be prosecuted and punished with extreme force," President Clinton said during a press conference yesterday.

"We do not know who they are, what nation they pledge allegiance to, or what their agenda is. World tensions have escalated, there is much finger pointing, and some governments are bracing for world-wide retaliatory strikes," explained political sociologist Robert Backlund.

CONTINUED IN INCREDIBLE HULK #439

ULTRAFORCE

THE NEW HEROES ON THE BLOCK, TRASH CENTRAL PARK

By Ken Elliot

Central Park suffered extensive damage yesterday in a battle between super humans involving Spider-Man, the Green Goblin, the Black Knight and group of unidentified costumed individuals who called themselves UltraForce. Bystanders reported that a self-professed "super-villain" led the previously undocumented group on a destructive chase through Manhattan.

"It appeared as if those masked people were on the same side of the law as Spider-Man and Green Goblin—however, which side that may be is debatable. Although it's hard to separate the players in a battle like this, I believe they were of the non-threatening variety," commented police captain Philip Betbeze.

"One guy had a cape and these huge—and I mean gigantic—arms. This other man wore yellow-and-black armor and shot some sort of energy out of his hands. There was also a woman with silvery skin who was waving around a staff. The last guy had moldy green skin with bones sticking out—he looked like a zombie. It's getting crazy, you need a scorecard to keep up with all these people," said midtown resident John Dokes.

CONTINUED IN ULTRAFORCE/SPIDER-MAN #1 A & B

X-FACTOR EXAMINED

-U.P.I.

Grassy Knoll, a political watchdog group, today announced the launch of their investigation of the government-sponsored mutant team known as X-Factor. Grassy Knoll raised concerns over the addition of Mystique, a convicted criminal, to the controversial strike force.

"Mystique once led The Brotherhood of Evil Mutants. Is this the type of person we want working with full government sanction? And what is Wildchild, a Canadian operative, doing on the payroll of a United States sponsored organization? Most disturbing of all, we've heard word that Sabretooth, the psychopath who just went on a documented rampage, may be joining X-Factor. This covert militia is out of control. We intend to hold our elected officials accountable," said Todd Anderton, Grassy Knoll's spokesperson.

CONTINUED IN X-FACTOR #120

SPIDER-MAN: MURDERER?

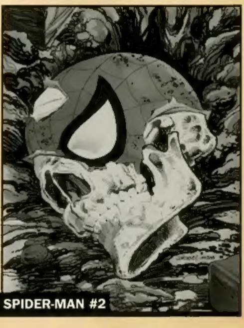
An Editorial by J. Jonah Jameson

There is a skeleton in Spider-Man's closet.

As the rain fell hard last Tuesday morning, members of the Wrecking Crew Demolition Company uncovered human remains in an abandoned factory. Clinging to the skeleton was a swath of charred cloth—remnants of that garish costume of the vigilante who calls himself Spider-Man. While the police have yet to comment, I dare to take a stand for justice: this newly garbed Spider-Man who now swings above our city's streets killed and replaced the original web-slinger.

How can I boldly make this assertion? First, the loose cannon claiming to be Spider-Man has changed his costume after years of wearing the same oufit. Why now after all this time? Perhaps this change is more than a bow to the whims of fashion—perhaps this is a call for attention from a disturbed individual—perhaps someone else has claimed the mantle of Spider-Man.

Secondly, where there were once two web-slingers threatening our fair city, now there is but one. For a few weeks, the Scarlet Spider swung side-by-side with Spider-Man. Possibly, after his well-documented rampage, this Scarlet psycho craved a larger piece of the pie and squashed his arachnid ally.



The evidence is there. Once there were two, now there is only one—and this one has suddenly discarded his trademark costume. If the astute step back and study thesituation, as I have, these seemingly unconnected events point towards a disturbing development. Be assured that, this publisher will not rest until the bright light of truth exposes this dark lie of evil.

CONTINUED IN SENSATIONAL SPIDER-MAN #2

foxfire

from the ashes of the phoenix resurrection, a star is born

When the dust clears after the Phoenix Resurrection, the Ultraverse will never be the same again. The Phoenix blast devastated Earth and rocked Ultras from pole to pole. If you thought the adventures were gonna mellow out—you thought wrong! They're just getting started!

A damaged Earth is first on the hit list for a race of alien conquerers known as the Progeny. Heartless, destructive, and genocidal, their next stop may be your hometown. Only one thing stands between them and world domination—a shy, teenage girl who wields cosmic power of unimagined proportions, carries the fate of the Earth on her shoulders, and still worries about what she's wearing to school tomorrow. The newest and sexiest addition to the Ultraverse, her name is Foxfire, and she makes her debut in February's *Foxfire* #1!

In the aftermath of the Phoenix Resurrection, Foxfire finds herself with some strange new abilities. Accidentally powering up in response to an unexpected threat, young Rose Autumn discovers that she can fire energy blasts, lift oil tankers, fly, and cover her body with an impenetrable layer of metallic armor. New to the ultrahero biz, but eager to learn, Foxfire takes on some tough adventures, and challenges her equally creative team to leave readers stunned.

Hot on the heels of scripting the 'Phoenix Resurrection' saga, wordsmith Ian Edginton brings his unique storytelling talents to *Foxfire*, with hot up-and-coming artist Kevin West drivin' the pencil.

Foxfire's sure to be worth the $1.50 cover price. West is also joined by renowned painter Glenn Fabry, the artist responsible for the awesome, eye-popping *Foxfire* #1 variant cover shown on this page.

Enjoying the challenge of bringing the new Foxfire to life, Edginton and West have developed a character unlike any other. Says Edginton," I wanted to try something new with superheroines, something dynamic and powerful, but still sexy. And I wanted to give Kevin something to kick down the walls with. After a lot of revisions, we came up with Foxfire. Sure, she's sexy and cute in her human form, but when she powers up, she says one thing and one thing only—get out of my way or get burned!"

Editor Hank Kanalz says readers will find Foxfire to be a truly unique character. "We really wanted to stay away from stereotypical heroines when we came up with Foxfire. Sure, we want action in the book, but we're trying to back it up with solid, interesting stories that let Foxfire's character shine as brightly as her armor," Kanalz said. "For instance, Foxfire was bred to defend the planet, but she doesn't find this out until the Phoenix Resurrection takes place. Here's a young woman who led a relatively normal life, only to have it turned completely inside out. How she reacts to that, as well as the pressure of defending Earth from the Progeny, will be a major character focus."

With Foxfire's two forms come two different personalities, and it's blatantly obvious to everyone that crosses her path that these personalities are as different as night and day. "She is truly a rare breed!" Edginton comments." As a scrappy teenager, Foxfire is crude, rough, and a creature of earth. But as a glowing hero, she is angelic, mystical, ethereal and of the air." In her human form, she is a sexy teen with a biting tongue who struggles through life as a loner. In her powered-up energy form, Foxfire is confident, poised, and chillingly lethal.

Edginton has some powerful stories planned to match Foxfire's powerful look. In the opening pages of *Phoenix Resurrection: The Aftermath*, Earth teeters on the brink of destruction, and the unsuspecting Rose Autumn, aka Foxfire, learns that she's an Ultrahero. As she comes to grips with her strange new powers, she also realizes that she alone possesses the ability to destroy the monstrous force threatening to devour the planet.

Foxfire's origin is a mystery, even to her. Sent to Earth by an unknown force, unaware of her origin and powers, and not knowing whom to trust, Foxfire bursts into the Ultraverse during the *Phoenix Resurrection: Genesis*. As her story unfolds in the pages of *Aftermath* and *Foxfire*, she'll discover some interesting secrets about herself and some major Ultraverse heroes.

Rumor in the Ultraverse has it that she's more alien than human. But the human part had to come from somewhere, and some are saying that she gets her good looks from a blonde movie star who spends his spare time fighting crime as a world-renowned Ultra!

Searching for her roots in

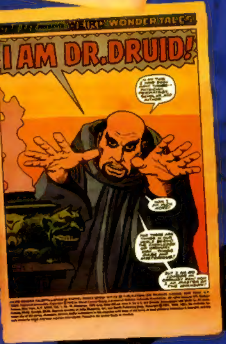
THE ULTRAVERSE WILL ALSO BRING FOXFIRE CLOSER TO THE EXILES, THE ULTRAVERSE'S FOREMOST RENEGADE ULTRATEAM! THE EXILES HOLD THE ANSWERS TO MANY OF FOXFIRE'S QUESTIONS, SO FANS CAN LOOK FORWARD TO AN ALL-STAR CAST OF CHARACTERS IN *FOXFIRE*, INCLUDING SOME OLD EXILES FAVORITES.

FOXFIRE WILL HAVE TO DO HER SEARCHING DURING HER SPARE TIME, THOUGH, BECAUSE HER DANCE CARD IS FILLED AS SOON AS SHE RETURNS TO HER HOME AFTER THE PHOENIX RESURRECTION. DESTROYED BEYOND RECOGNITION BY THE PHOENIX BLAST, HER HOME HARDLY LIVES UP TO ITS NAME—AND FOXFIRE'S FATHER LIES DEAD IN THE WRECKAGE. SHE WANTS TO FIND OUT WHO'S TO BLAME! SO DOES ULTRAFORCE, AND THEIR HUNT FOR THE RESPONSIBLE PARTY LEADS THEM STRAIGHT TO FOXFIRE!

THE FOXFIRE SERIES WILL FEATURE AN ENSEMBLE CAST OF CHARACTERS, INCLUDING A BRAND NEW MUSTANG, DARK DANCER, MASTODON (TIMMY HALLORAN FROM THE ORIGINAL *EXILES*), HARDCASE (HMM...) AND A SLEW OF GUEST STARS THAT HAVEN'T BEEN SEEN IN SOME TIME (LIKE SLUDGE). WITH AN ALL-STAR ART TEAM AND AN ULTRAHEROINE UNLIKE ANY OTHER, *FOXFIRE* WILL BE BURNING UP THE CHARTS IN FEBRUARY!

END

THE MARVEL CHRONICLES CHAPTER 2: 1961



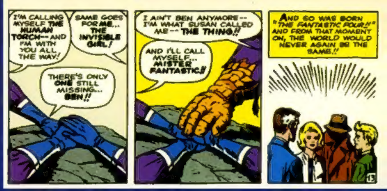
1961 was the year the "Marvel Age of Comics" truly began—with the first modern Marvel super hero comic, FANTASTIC FOUR #1. Cover-dated November 1961, FF #1 was actually the only "Marvel" comic of that year; the Marvel revolution would not gather full force until 1962.

As remarkable as FANTASTIC FOUR #1's innovations were, it also showed its roots in the kind of story material Marvel was already publishing. Most of Marvel's output in 1961 continued the trends of the previous few years, as described in our previous installment (issue #1): science fiction tales and monster stories. The very first Marvel super hero comics of the 1960s represented a transition from these genres, not a total and abrupt break. For example, Stan Lee and Jack Kirby made their first stride towards the Marvel super hero stories with the "Doctor Droom" series in the first volume of AMAZING ADVENTURES earlier in 1961. In his origin story, Droom was a physician who traveled to the Himalayas in response to a call for help. He found a mysterious High Lama who was apparently dying, and who chose Droom to carry on his war against mystical evils. The Lama magically bestowed upon Droom the mystic wisdom of the East and also awakened Droom's buried knowledge of the lore of his ancestors, the Druids of ancient Britain. In retrospect, Droom's origin was clearly a rehearsal for the origin of Stan Lee and Steve Ditko's Doctor Strange, published a mere two years later.

Although Doctor Droom was cast in the role of a sorcerer, he did not travel into other dimensions or face evil magicians as Doctor Strange would. Instead, Droom filled the role of the usual protagonists of Marvel's science fiction stories who encountered weird monsters and invading aliens. The only difference was that most of these heroes were normal people in plain-clothes who appeared in only one story apiece; Droom was a recurring, costumed character with superhuman powers.

Still, Lee and Kirby did not explore the potential abilities of this man they set up as a master of two schools of sorcery. Droom's preferred tactic for defeating his adversaries was hypnotizing them into accepting defeat. Bald and clearly well into middle age, Droom hardly looked like the super hero sort. Lee and Kirby, probably had intended him to be a character like Mandrake the Magician, another hypnotist, or the magician heroes of pulps and early comic books, such as DC's Zatara. Most significantly, Droom's characterization was entirely one-dimensional: the stalwart hero without frailties. The Marvel revolution had not happened yet.

In the 1970s Marvel reprinted the Droom stories in WEIRD WONDER TALES, changing his name to Doctor Druid since his original name, besides being rather lame, also sounded too much like one of Marvel's most effectively portentous names, Doctor Doom. Druid also turned up in a few issues of THE INCREDIBLE HULK and was eventually inducted into the Avengers in the 1980s. But people kept changing their minds as to what to do with them. Under the spell of Ravonna the Terminatrix, he betrayed **the Avengers.** Then Roy Thomas rejuvenated and rehabilitated him, Mark Gruenwald made him an ally of Captain America, and he even headed two short-lived super hero teams, the Shock Troop in QUASAR and the Secret Defenders in the book of the same name. Finally, with the latter team's demise, writer Warren Ellis turned him into a sinister figure in the DRUID limited series, virtually unrecognizable as his 1960s self. By the end of the series, Druid was dead and there seem to be no plans for his resurrection anytime soon.



Back to FANTASTIC FOUR #1— the cover of which has been the subject of many homages over the years. Even it did not represent a sharp break from Marvel's other books of the time either. Once again, here were tiny human figures struggling against an enormous Kirby monster in the tradition of Fin Fang Foom, Googam, and the rest. Indeed, the FF's first recorded adventure was their invasion of Monster Isle, which was packed with strange beasts from subterranean caverns. This would be no surprise, either: if Marvel monsters did not come from space or undersea, they came from underground.

The first major difference that would have struck readers picking up FF #1 back in 1961 was that before FF, the monsters were the stars of the past stories; the tales were named after the Blip and his ilk, not their rather anonymous human opponents. As with Doctor Droom's series, THE FANTASTIC FOUR focused on its human heroes. They were familiar character types to fans of the science fiction movies and comics of the 1950s: the older, pipe-smoking, cerebral scientist (Reed Richards), the brawny sidekick (Ben Grimm), the impetuous teenager (Johnny Storm), and the beautiful ingenue (Sue Storm, not yet married to Reed). The origin was a very contemporary one for the early 1960s: they went on an unauthorized space flight in a ship of Reed's design, determined to beat the Russians "to the stars." Their powers were the result of their accidental exposure in space to that new terror of the Atomic Age, radiation, which mutated their forms in weird ways. Reed could stretch his body and Sue could turn invisible, Johnny could burst into flame, making him the namesake and successor to Marvel's Golden Age star, the Human Torch, and Ben became the inhuman-looking Thing, then with a lumpish hide rather than the rock-like one he developed later.

What must surely have surprised readers of the time was that the origin sequence in FF #1 began with the foursome quarreling with each other. It may seem a small matter now, but back then super heroes were paragons of perfection who never had harsh words for anyone but villains. Yet here was Sue—the ingenue—accusing Ben of cowardice. This was Marvel's first step in presenting its characters as multidimensional personalities. Even the FF's first opponent, the Mole Man, proved to be more than a cardboard villain: his own origin as a pathetic, nearly blind outcast from society was surprisingly affecting. Perhaps the biggest innovation, though, was the Thing. Having centered so many past stories on Godzilla-size monsters who menaced Earth's humans, now Lee and Kirby came up with a human who became a monster. But unlike Reed, Sue, and Johnny when they underwent strange physical changes, Ben could not turn back to human form.

Super heroes had until then been glamorous figures, taking pleasure and pride in their powers. For Ben Grimm, though, super powers were a curse. His great strength came along with the burden of ugliness, of no longer being outwardly human, of having to hide from the sight of the world behind the scarf, hat, and coat he wore in the first issue. Believing himself cast out of the human race, Ben was bitter and morose; not until later issues would he develop the sense of humor that helped compensate for his periods of deep depression. His despair drove his rage, which in these early days, kept exploding forth in bursts of violence; it was as if his monstrous appearance was the outward expression of the dark side of his own personality which the radiation had unleashed. Lee and Kirby would soon take this idea much further with the Incredible Hulk.

Ben had a startlingly different characterization for a super hero: The Thing was not only the super hero as monster, but was also the comic book world's first tragic hero. It was the Fantastic Four, and the Thing in particular, who pointed the direction Marvel was to take.

Hangin' with RON LIM

A conversation with Ron Lim is a lot like one of his comic book pages, a whirlwind of action. He is one of the most prolific creators of our time and one of the nicest guys in comics today.

For more than two years, Ron hasn't missed penciling a single issue of X-MEN 2099. Now, Ron's moving over to SPIDER-MAN 2099, and getting ready to "Fast Forward" even further into the future for the 2099 event premiering in June.

Ron and I finally got to chat about something other than his deadline (which he never misses since I'm the tough 2099 assistant editor), and I got to know more about the busiest man in comics.

MV: How do you feel about your move to SPIDER-MAN 2099?

RL: I think it'll be cool. It'll be fun 'cause it's a single character. I've done X-MEN 2099 for thirty-one straight issues and I'm looking forward to working with one central character.

MV: Hadn't you worked with Peter [David] on an issue of SPIDER-MAN 2099 before your present run?

RL: Yeah, and the first [SPIDER-MAN 2099] annual.

MV: I don't know how much Joey's [Cavalieri, 2099 editor] told you, but we're starting over with first issues and creating a whole new cast.

RL: So am I starting from ground zero?

SPIDER-MAN 2099

MV: Yeah, when issue one hits, it will be a completely new series. What do you think about that?

RL: I enjoy being on the ground floor of a project. That way I'll be able to design some of the characters and start them out.

MV: The "Fast Forward" event is going to change a lot. What kinds of things are you going to have to think about when you finally get to sit down and create the new world for Miguel O'Hara?

RL: It depends on what mood Peter is going for; if it's gonna be more grim, or more humorous. Visually, I'd go for a more Gothic look. That way I get to play with lots of shadows. Is his costume going to stay the same? Is he going to *have* a costume? It's *nude* Spider-Man! The most horrifying costume ever seen! (laughs)

MV: So let's talk about you.

RL: About me? Well, I draw funny books.

MV: What was the first book you did?

RL: *X-MUTANTS* was the first thing I did many, many moons ago, for a small company, Eternity. The first job I did for Marvel was a Black Panther job which was for SOLO AVENGERS, which took about a year to print. My first actual printed work was PSI-FORCE, with the fabulous one, Fabian [Nicieza].

MV: What's been your favorite job so far?

RL: Up until this point? I really can't say. I enjoyed my run on SILVER SURFER and X-MEN 2099.

MV: Who's been your favorite writer to work with?

RL: That's a hard one. I'll take the fifth on that one. I like a lot of my writers, ya know?

MV: Anyone you haven't had the chance to work with?

RL: Whenever someone asks me that question I blank out. I really wanted to work with Alan Moore, but that was years ago. I really like Peter; actually this is really cool because I've always wanted to work with Peter regularly and it just kind of fell into my lap.

MV: Who were your favorite creative teams when you were growing up?

RL: Claremont and Byrne definitely.

MV: So what do you do when you first sit down to draw a book?

RL: Well, first I get the plot and I read over the thing once. Then, when I go over each page, I mark where each of the visual points are, and then what I do is go either to thumbnails or straight to the boards with blue pencil. Then I sketch it out real lightly to make sure the storytelling's okay.

MV: How many pages a day?

RL: Usually two. Sometimes three. It depends on the amount of detail that's there. If there's a lot in the panels, usually two a day.

MV: What's the most you've ever had on your desk at once?

RL: How many projects? Oh man, I think it was four at one time. I didn't plan it that way. Everything just happened to overlap. I was getting calls and going, "Oh yeah, that would be cool," and then everything came in at the same time and I was like "oh no!"

MV: Are you trying different art styles?

RL: I always hope I can get better. I like to try to vary my storytelling, style, and rendering. I've been playing around with lighting a lot more, which is fun.

MV: With X-MEN 2099 you did thirty-one straight issues; that's gotta be satisfying. How do you feel about your work on that book?

RL: It was fun because the characters really progressed and it was just fun drawing it from the first issue. It's rare that I actually stay on something for that many issues.

MV: What do you think about 2099 overall?

RL: I read DOOM 2099 now and I really like what Warren Ellis is doing with the book. And SPIDER-MAN 2099 is really cool too, especially since Peter is bringing in new versions of past characters. I've always liked the futuristic stuff the best. Having drawn SURFER for so many years, I've always liked the high tech stuff.

MV: Is there any other stuff that you've been doing?

RL: Yeah, right now I'm working on "How To Draw The X-Men", which is for kids. plud 3-d views of [Marvel's Toy Biz toys and stuff.

MV: Is there anything out there you *haven't* worked on that you want to?

RL: Well, actually, you know what I really want to do? The Fantastic Four! I love them! If there's any book I want to take over, it's the actual FF book or the 2099 one. I *love* the FF; they're my favorite characters. I grew up reading them first, you know? I've always enjoyed them. I'm going to have to let Joey know! I'll call him up now! At home! That's definitely what I want to do. But really, as long as I enjoy it, I want to stay in comics.

–Lia Pelosi

2099

SPIDER-MAN 2099 NO.43

Cover by Humberto Ramos
Peter David/Ron Lim/Harry Candelario
Imperious Rex—make way for the Savage Sub-Mariner 2099!
A bizarrely mutated being calling himself Sub-Mariner declares war on the "surface world" and floods New York! Peter David and Ron(X-MEN 2099)Lim unite to introduce a new legend to the futureverse!
(Shipping 3/5/96)

GHOST RIDER 2099 NO.25

Cover by Ashley Wood
Len Kaminski/Ashley Wood/Jim Daly
Double-Sized Final Issue! Ghost Rider storms cyberspace to save the soul of his mother—but Zero 1.0 has other plans! Hulk, Ravage and the Punisher bit the big one—things don't look too good for the future's Spirit of Vengeance!
(Shipping 3/12/96)

X-NATION 2099 NO.3

Cover by Humberto Ramos
Tom Peyer/Humberto Ramos/Jimmy Palmiotti
The kids of X-Nation crash Herod's own theme park! Plus: learn the secrets of the Mutant Messiah prophecy! Young mutants, action, humor, and the art of Wizard "Up & Comer" Humberto Ramos—this series has "hot pick" written all over it!
(Shipping 3/12/96)

DOOM 2099 NO.41

Cover by Humberto Ramos
Tom Peyer/Dale Eaglesham/Scott Koblish
"Rage Against Tme"—part 2(of 4)
Doom blasts into the modern-day marvel universe—and battles Daredevil, the Sub-Mariner & himself! It's a commotion in the ocean that will leave doom in major pain! This "jump-on point" storyline leaps directly into April's Doom 2099/Fantastic Four crossover!
(Shipping 3/19/96)

X-MEN 2099 NO.32

Cover by Humberto Ramos
John Francis Moore/Jan Duursema/Scott Koblish
The X-Men and the Lawless don't see eye-to-eye, but they better shake hands quick or they'll be put six feet under by the hundred foot tall Foolkiller! Plus: is the Mutant Messiah in the X-Men's midst?
(Shipping 3/26/96)

FANTASTIC FOUR 2099 NO.5

Cover by Humberto Ramos
Kark Kesel/Matt Ryan/Al Williamson
Guest-starring Spider-Man 2099! The FF want to find out if they're the real deal, so they head to Alchemax! If Spidey is fighting to save the cosmic quartet, why must his alter-ego order their capture?

ARTIST VS ARTIST

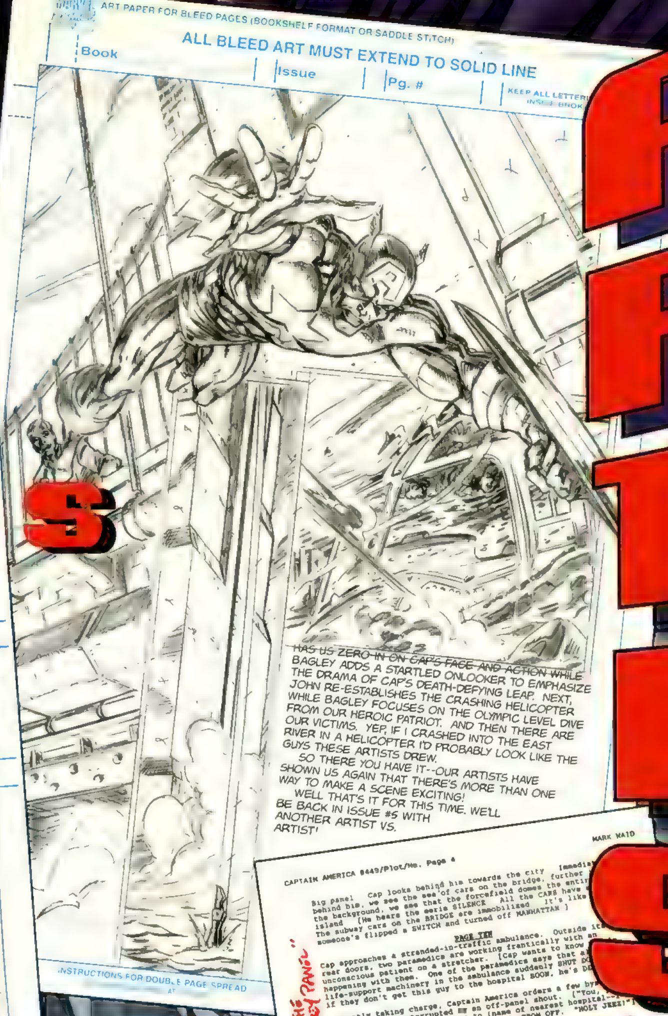
CAPTAIN AMERICA. AMERICA'S TRUE BLUE FIGHTING MAN. EVERY MONTH HIS EXPLOITS ARE PENCILED BY ARTIST RON GARNEY. (CHECK OUT PAGES 50-53 FOR MORE GARNEY INFO--TIM) WHAT WOULD IT LOOK LIKE IF ANOTHER ARTIST TOOK A SLICE OF THAT BOOK AND DREW IT HIS WAY? WHAT IF *TWO* ARTISTS TOOK A SLICE OF THAT BOOK AND DREW IT THEIR WAY? YOU'D HAVE ARTIST VS. ARTIST!

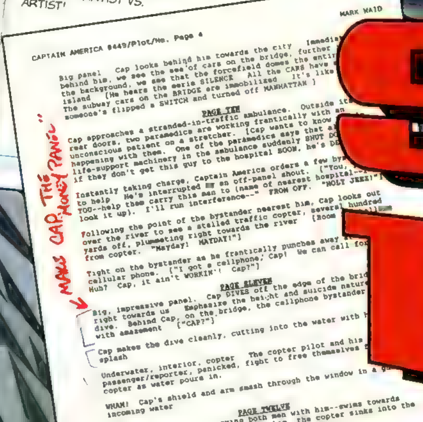
THIS TIME OUT, JOHN ROMITA SR. JUMPED AT THE CHANCE TO GET TO PENCIL A PAGE OF THE OLD SHIELD-SLINGER. WHILE HE WAS WORKING, MARK BAGLEY (THE ARTIST ON UMPTEEN ISSUES OF AMAZING SPIDER-MAN) HAD ALREADY FINISHED HIS VERSION OF THE SAME PIECE. AND SIMILAR TO WHAT WE SAW IN OUR FIRST INSTALLMENT, INDIVIDUAL ARTISTS HAVE THEIR OWN TAKE ON A CERTAIN SCENE.

LOOK HOW ROMITA SR. HAS US ZERO IN ON CAP'S FACE AND ACTION WHILE BAGLEY ADDS A STARTLED ONLOOKER TO EMPHASIZE THE DRAMA OF CAP'S DEATH-DEFYING LEAP. NEXT, JOHN RE-ESTABLISHES THE CRASHING HELICOPTER WHILE BAGLEY FOCUSES ON THE OLYMPIC LEVEL DIVE FROM OUR HEROIC PATRIOT. AND THEN THERE ARE OUR VICTIMS. YEP, IF I CRASHED INTO THE EAST RIVER IN A HELICOPTER I'D PROBABLY LOOK LIKE THE GUYS THESE ARTISTS DREW.

SO THERE YOU HAVE IT--OUR ARTISTS HAVE SHOWN US AGAIN THAT THERE'S MORE THAN ONE WAY TO MAKE A SCENE EXCITING!

WELL THAT'S IT FOR THIS TIME. WE'LL BE BACK IN ISSUE #5 WITH ANOTHER ARTIST VS. ARTIST!





MARK WAID

CAPTAIN AMERICA #449/Plot/Mw. Page 4

Big panel Cap looks behind him towards the city Immedia behind him, we see the sea of cars on the bridge, further the background, we see that the forcefield domes the entir island [He hears the eerie SILENCE All the CARS have the subway cars on the BRIDGE are immobilized It's like someone's flipped a SWITCH and turned off MANHATTAN]

PAGE TEN

Cap approaches a stranded-in-traffic ambulance. Outside it rear doors, two paramedics are working frantically with an unconscious patient on a stretcher. [Cap wants to know happening with them. One of the paramedics says that a life-support machinery in the ambulance suddenly SHUT D if they don't get this guy to the hospital SOON, he's DE

Instantly taking charge, Captain America orders a few by to help He's interrupted by an off-panel shout. ["You, YOU--help them carry this man to (name of nearest hospital-- look it up). I'll run interference--" FROM OFF. "HOLY JEEZ!"]

Following the point of the bystander nearest him, Cap looks out over the river to see a stalled traffic copter, several hundred yards off, plummeting right towards the river [Room from copter. "Mayday! MAYDAY!"]

Tight on the bystander as he frantically punches away cellular phone. ["I got a cellphone, Cap! We can call fo Huh? Cap, it ain't WORKIN'! Cap?"]

PAGE ELEVEN

MAKE CAP THE "MONEY PANEL"

Big, impressive panel. Cap DIVES off the edge of the brid right towards us Emphasize the height and suicide nature dive. Behind Cap, on the bridge, the cellphone bystander with amazement ["CAP?"]

Cap makes the dive cleanly, cutting into the water with splash

Underwater, interior, copter The copter pilot and his passenger/reporter, panicked, fight to free themselves copter as water pours in.

WHAM! Cap's shield and arm smash through the window in a incoming water

PAGE TWELVE

A kalidascope of words with Scott Lobdell

He's brought the X-Men and Generation X to different dimensions and beyond. Now he's ready to reveal the new challenges that await Marvel's mighty mutants, including the upcoming "Generation X" TV movie, the fate of Psylocke and more! Plus he talks about his own excellent adventure–honeymooning in Africa! Get it all as Marvel's Amy Meyer and Spencer Lamm chat with X-writer Scott Lobdell.

Amy: *Do you have any big plans or big events that are coming up in GENERATION X that you can tell us about?*
Scott: See, that's a tough one because we're right in the middle of discussing something...the thing with Generation X is that Chris [Bachalo] may be coming back really, really soon or he may not. That'll depend on the direction that we're gonna go. Also, there's a crossover which may or may not happen, which would hopefully be broader than just the X-universe. Again that too will decide which direction we're gonna go.
Spencer: *But nothing that you can talk about specifically?*
Scott: No, not yet.

SCOTT WITH HIS WIFE AND EDITOR-IN-CHIEF BOB HARRAS

Amy: *Any character-specific news you can tell us, like the developing romantic relationship between Husk and Chamber?*
Scott: Just that it's not gonna play out the same way that Scott and Jean played out before, or the way that Rogue and Gambit are specifically seen as an item. I think it's because [Husk and Chamber] are much younger characters. We've seen a kind of relationship between Angelo and Paige that's different than the relationship between Paige and Jonothon. In coming months, we'll see Jonothon's past relationship with a woman named Gayle Edgerton who was with him at the moment he first manifested his powers (Chamber has a hole where his chest and lower jaw should be, other than that, he's perfectly normal.—Tim), and because of that, both he and she carry some emotional scars. So what looks to be the 'we want to be together but we can't' type of relationship that exists between Paige and Jonothon, you'll find out is actually gonna have many more twists and turns than the classic X-Men relationships have had in the past.
Spencer: *It's not gonna be a "Moonlighting" thing is it?*
Scott: No...although Emma and Banshee do seem to be pushing more and more in that direction. The more she gets to know him, the more she is attracted to him, whereas he is much slower to it. He's so involved in the children that he doesn't really see her as being any more than his co-instructor.
Amy: *About Penance—people are wondering about her and are very interested in her character. Are there specific things you're going to touch on about her past and who she is in the months to come?*
Scott: Actually, if Chris comes back, the very first thing we want to do is to reveal Penance's big secret and get really into her as a character. You know, for a character who hasn't said terribly much, she's garnered a lot of attention.
Spencer: *Where did the name M come from?*
Scott: Actually, it's funny because her original name was going to be Asylum for specific reasons and then Fabian [Nicieza] talked about the fact that he had a character over in NEW WARRIORS called Asylum, so we wouldn't be able to use that name. So she became M for a number of reasons. One, as somebody pointed out which I didn't think anybody in the whole world would catch—is that M sits directly in the center of the alphabet which is kind of interesting.
Spencer: *13th letter.*
Amy: *Wow, good math, Spence. I think it's great how both M and Penance are bringing out different sides of Jubilee. It seems like she and Penance are becoming friends and it doesn't seem like Jubilee's ever really had a friend.*
Scott: Well, I think that's the really fun part. In the beginning of the X-Men you had Peter and Logan and Storm and Kurt...they were all kind of filling each other out. And now, fifteen, twenty years later, the characters all kind of seem like one big happy family. And I think that by introducing a bunch of young characters and throwing them in together, the natural inclination (especially probably within the X-Men universe) is that Jubilee and Monet should automatically

be friends because they're both super heroes and they're both mutants and they're both sworn to protect a world that fears and hates them. But you'll find out that they really just don't seem to mesh...they try or they alternately try but they're just like other teenagers...they don't necessarily get along. I think as you get older and you get jobs, you tend to get along with people you work with, you get along with roommates or whatever. But when you're a kid, you're not ashamed to NOT get along with someone. And that's kind of where these two are coming from.

Spencer: *Any possible crossovers with other company characters?*

Scott: None that I see. 20 years ago I would have thought that they'd be really cool going up against the Teen Titans you know, with the Robin, Wonder Girl, Kid Flash group, but I really don't see anybody out there that they'd have too much fun with. Some people have suggested Gen13 over at Image but I think that my characters would spend too much time blushing because Gen13 characters have a tendency to just take off their clothes at any given moment.

Spencer: *And you don't think your characters would enjoy that?*

Scott: Some may...

Amy: *I heard way back that there was gonna be a made-for-TV Generation X movie. Is that still happening?*

Scott: Actually, I think it's being cast and filmed at this very moment for airing in early '96. It's a FOX 2-hour live action. It's called a "back door" pilot so that if it's well-received it'll go to series, and if not, then it just stands alone as a 2-hour movie. As near as I know, that is its only incarnation right now. That movie has some of the existing Generation X characters like Angelo and Mondo and Jubilee and I believe M, but it doesn't have some characters like Chamber and Penance and Husk, although from what I understand, if it does go to series, they may be taking those characters and putting them back into the mix.

Spencer: *Who wrote the script?*

Scott: A guy named Eric Blakeney. He had a not-enviable task. Part of the fun of the characters is their connections to other aspects of the Marvel Universe. You have Paige who has an older brother who's an X-Man, Jubilee comes from the lead X-Men group and is kind of feeling her way around here, Banshee was an old X-Man and Emma Frost was a former enemy. So within the context of the comic book series, there's a lot there. But if you're launching a TV series, you don't have the option of all that history because the X-Men and other things are tied up with different companies and different rights and such. So Eric had the difficult task of trying to create something from scratch while also being true to the original material. I think that he did a really good job of it.

Spencer: *Did he talk with you before writing?*

Scott: Yes...Chris and I will be getting story consultant credit for the pilot. Hopefully it'll go to series and then we'll see what our role is.

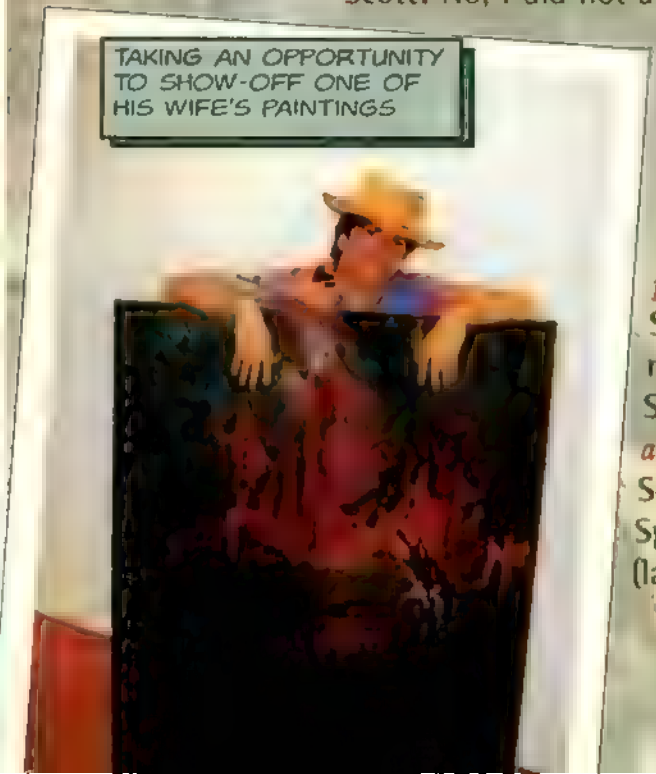
Spencer: *You should play a part; at least a cameo.*

Scott: Oh, I'd love to play Chamber, sure. You know, I'll be getting my braces off next week. So, it'd be the perfect time to have my entire chest and lower jaw blown off.

Spencer: *I think there'd be plenty of people that'd love to see that.*
Scott: Not sure which people you're referring to, but...
Spencer: *Oh no, not enemies. Just sick people. (laughter)*
Scott: Oh, phew.
Amy: *Do you have anything else in the works for any of the other X-characters in '96 that you can hint about..?*
Scott: I think Iceman is gonna be going through more changes in regards to applications of his powers that he, prior to his "relationship" with Emma Frost, was not really aware that he had. Psylocke is probably the biggest news. She sustained massive injuries as a result of her battle with Sabretooth And when Archangel and Wolverine travel beneath the city of Manhattan to try to come up with a cure, it binds her more to her ninja heritage than it does to her empathic mutant abilities. We're actually coming up with a new visual and a new use for her powers so she's gonna actually become quite an interesting looking character, owing a lot to Joe Maduriera's manga-influence.

SCRIPT! I NEED A SCRIPT!

Spencer: *How big a change will it be?*
Scott: Not as drastic as say, Angel changing into Archangel and certainly not as drastic a changing as proper British woman into a Japanese ninja.
Spencer: *Well, now for the really important stuff. How was the honeymoon in Africa that you just got back from?*
Scott: Africa was very, very interesting...fascinating. I think that anybody that needs to come up with story ideas should go.
Spencer: *How long were you there?*
Scott: I was there for 2 weeks, and irony-of-ironies, the second week was an eight-day safari and there's 3 vans of five people in each van, but just one other guy in our van. We're just about to get in the van and I said to him, "Oh, What do you do?" He goes, "well, I used to work for a publishing company for about eight years, but then I left." "Oh, " I said, "what company?" And he goes, "Marvel Comics." So I wound up getting to share my honeymoon in Africa with a former Marvel employee which you can imagine made my wife very, very happy. But we rationed it out to half an hour a day talking comic books. So that was kind of interesting.
Amy: *What country were you in?*
Scott: Kenya. Got lots and lots of pictures.
Spencer: *Did you do any hunting?*
Scott: No, I did not actually do any hunting at all. It was a photo safari, where you would take pictures of animals from like 5 feet away. It's really weird because you're driving along for 15, 20 minutes seeing absolutely nothing but bush and then all of a sudden you just ride up on a lion that's sitting there along the side of a road staring at you.


TAKING AN OPPORTUNITY TO SHOW-OFF ONE OF HIS WIFE'S PAINTINGS

Spencer: *So, all right..2 weeks, Africa, honeymoon. What a great place for a honeymoon.*
Scott: Well, you don't want to get specific, it is a kid's magazine...(laughter)
Spencer: *I guess that's about it. Do you want to say hi to Mom or anything?*
Scott: My mom or your mom?
Spencer: *Well, my mom would really appreciate it.*
(laughter)

X-MEN

THE ADVENTURES OF THE X-MEN NO.2
RALPH MACCHIO/BEN HERRERA
Continuing all-new adventures of the animated X-Men! It's X-Factor vs. X-Men—for the fate of the Hulk! Uncle Sam wants the green goliath, but the X-ers know that big headed leader is the brains behind it all!
(Shipping 3/5/96)

CABLE NO.31
JEPH LOEB/IAN CHURCHILL
(Shipping 3/5/96)

UNCANNY X-MEN NO.332
SCOTT LOBDELL/JOE MADUREIRA/TIM TOWNSEND
Continued from WOLVERINE No.100! In the wake of Logan's epic battle with Genesis, The X-Men set out to fin[d] their Canadian companion. But will Wolverine welcome hi[s] friends with open arms or bared claws?
(Shipping 3/5/96)

WOLVERINE NO.100
FOIL HOLOGRAM COVER
LARRY HAMA/ADAM KUBERT/DAN GREEN
Double-Sized Claw-Poppin' X-Travaganza! Will Wolverine accept the adamantium, become Genesis's horseman, and help revive Apocalypse? The questions that fandom are asking about one of comicdom's most popular characters are answered here! Plus: a mysterious cameo by the angel of death, Elektra! Remember how everyone trampled each other to get their mitts on WOLVERINE No.75? X-pect the x-act same thing to happen here, bub!
(Shipping 3/5/96)

GENERATION X NO.15
SCOTT LOBDELL/TBD/MARK BUCKINGHAM
Synch goes psycho! It's a horrific homecoming when Synch, under the influence of the evil Emplate, tries to kill is own family! Will the teens take down one of their own to save the lives of strangers?
(Shipping 3/12/96)

MAGNETO PRESS POSTER NO.223
PAINTED BY CLIFF NIELSON
The X-Men's arch-foe writhes in agony in this poster-sized version of the painted cover of RUINS No.2. "(The Nielsons's) artwork, reminiscent of Kent Williams, Alex Ross and Bill Sienkiewicz, makes all the horror of the RUINS world look good. It's like a car crash: you just gotta look." (OVERSTREET'S FAN).
(Shipping 3/12/96

X-FACTOR NO.122
HOWARD MACKIE/STEVE EPTING/AL MILGROM
Sabretooth joins X-Factor! Can the psycho who tore through the X-Men become their ally? Will he and Wildchild bond, ala "Age of Apocalypse," or will they leap at each other's throats? The Tooth is loose!
(Shipping 3/12/96)

PROFESSOR X & THE X-MEN NO.7
FRED SCHILLER/NICK GNAZZO/IAN AKIN
The Sub-Mariner signs with The Brotherhood of Evil Mutants? Something's fishy! Both Professor X and Magneto want The Avenging Son to join their team—sounds like it's time for a bench clearing brawl!
(Shipping 3/12/96)

EXCALIBUR NO.97
Warren Ellis/Carlos Pacheco/Bob Wiacek
(Shipping 3/19/96)

STORM NO.4 (OF 4)
FOIL-STAMPED COVER
WARREN ELLIS/TERRY DODSON/KARL STORY
MARVEL SELECT FORMAT
Concluding Storm's own Marvel Select limited series! The truth behind Mikhail's ties to "The Age of Apocalypse's" Dark Beast are revealed as Ororo battles Colossus's brother!
(Shipping 3/19/96)

X-MEN: ASKANI'SON NO.4 OF 4
SCOTT LOBDELL/GENE HA MARVEL SELECT FORMAT
Concluding the sequel to THE ADVENTURES OF CYCLOPS & PHOENIX! Dayspring must defeat Madam Sanctity's newest novitiate, Stryfe, or else the ways of the Askani will be destroyed! "It's rare that you find a combination of compelling story and superb artwork like this; enjoy it while you can" (Cliff Biggers, COMIC SHOP NEWS "Hot Picks").
(Shipping 3/12/96)

X-MAN NO.15
JOHN OSTRANDER/STEVE SKROCE/BUD LAROSA
The aftermath of the X-Man/Cable war! In the wake of his bloody battle with Cable, Nate must come to terms with the source of his destruction—his own power! Will he turn to the one person who's playing him as a pawn in a deadly game? More mystery from super Steve Skroce and WIZARD "Top Ten" writer, John Ostrander!
(Shipping 3/19/96)

X-MEN NO.52
MARK WAID/ANDY KUBERT/CAM SMITH
Mark Waid is in the house! Can the X-Men stop the disease X-press from crashing into Penn Station, or will Sinister's mutating virus turn the Earth into one raging hot zone? The fan-favorite writer who's wowing the world with CAPTAIN AMERICA is ready to take comicdom's No.1 super team to all new heights!
(Shipping 3/19/96)

WHAT IF? NO.85
PAINTED COVER BY IGOR KORDEY DAVID MICHELINIE/ARNIE JORGENSON
"What If Magneto Ruled All Mutants?" Playing off the hit "fatal attraction" story arc, the master of magnetism unites all of earth's mutants on his orbiting space station, avalon. But all is not well in paradise—a dangerous new breed is coming: homo supreme! Writer David(AMAZING SPIDER-MAN)Michelinie ushers in the next generation of mutants, with a painted cover by Igor(WONDER YEARS)Kordey!
(Shipping 3/19/96)

X-FORCE NO.54
JEPH LOEB/ADAM POLLINA/BUD LAROSA
The X-Ternals are dropping like flies! Can X-Force protect these allegedly immortal mutants, or have they finally reached the end of their "perpetual" lives? Jeph (WOLVERINE/GAMBIT) Loeb and WIZARD "Up & Comer" Adam Pollina reveal all!
(Shipping 3/26/96)

WOLVERINE NO.101
LARRY HAMA/ADAM KUBERT
Guest-starring Elektra! The battle with Genesis is over, now ol' Canucklehead must begin his adjustment to his more savage body and mind! Plus: the paths of Logan and Daredevils's femme fatale wind ever-closer!
(Shipping 3/26/96)

Send us your drawing of a Generation X character and you could win the shirt off Scott Lobdell's back!

Send us your drawing of a Generation X character – and you could win the shirt off Scott Lobdell's back! That's right, fans of all-that-is-Generation X! Now's your chance to win international acclaim, fame and fortune, and have your artistic praises sung all over the known world! Okay, so maybe we're exaggerating a teensy bit. So here's the facts: send us your drawing, painting, fingerpainting, chalk drawing, or other such artistic rendering (no chewing gum sculptures, please!) of your favorite Generation X student, and if you're the winner in one of our three age divisions, you could be one of the few, the proud, and the not-so-many owners of one of three fabulous shirts worn by Scott Lobdell, creator of Generation X! Yowsa! Think of the possibilities, true believer! Oh, yeah. In all the excitement, we almost forgot. Besides the shirt, each winner will also receive a personally-autographed copy of GENERATION X #1, and a cool assortment of Generation X Toy Biz toys. They're not quite as, er, vibrant as the shirt, but we guess they'll do nicely anyways. And, as a special bonus, the three winner's artistic masterpieces will appear in an upcoming issue of Marvel Vision. Not too shabby, huh? So get your pens and pencils out, fill out this entry form, and send it and a non-returnable photocopy of your masterpiece to the address below. Contest ends February 15th, 1996, so send in your entries as soon as possible so you don't miss the deadline! After all, who could pass up a fashion opportunity like this?

ENTRY FORM:

MARVEL VISION GENERATION X OFFICIAL ENTRY FORM

Name:______________________________

Address:______________________________

City:__________________ State:__________ Zip________

Date of Birth:__________ Phone Number:______________

I am in the following age group: UNDER 10___ 11-15___ 16+___

Marvel Vision

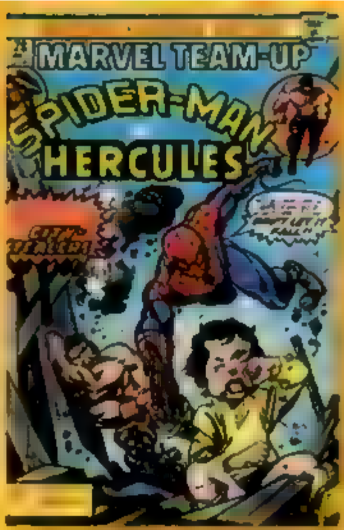
Generation X Fan Art Contest
c/o Marvel Comics
387 Park Avenue South
New York, NY 10016

LEGAL ENTANGLEMENTS:

All entries must be received by February 15 1996 Limit one entry per envelope/package. No purchase necessary Print your name, date of birth address, city state zip code and your telephone number with area code on the official entry form or on a 3" x 5" index card and securely attach the form or card to the back of your drawing Contest open to U S residents only except employees of MARVEL ENTERTAINMENT GROUP, and its subsidiary affiliated companies, promotional and advertising agencies, and their families are not eligible All entrants grant to the sponsors permission to use their name and likeness in advertising and promotion for the contest By entering the contest each entrant acknowledges and agrees that his/her entries and all rights of copyright contained therein shall automatically and immediately be assigned to Marvel and shall become the sole and exclusive property of MARVEL ENTERTAINMENT GROUP and will not be returned. THREE (3) GRAND PRIZES will be awarded one to each winner of the specified age groups, each consisting of an assortment of Toy Biz's Generation X Action Figures, one (1) signed copy of Generation X #1, and one (1) Scott Lobdell Hawaiian shirt Winners will be decided on or about February 15, 1996 and will be notified by telephone and/or mail Prizes are not redeemable for cash or substitutable for any other item by winners Marvel reserves the right to to substitute a prize of like or greater value for any prize for any reason. The prize will be awarded in the name of the contest winner and is not transferable To receive a prize winners may be required to execute a release of prize liability/prize acceptance form One prize per person Offer void where prohibited by law MARVEL ENTERTAINMENT GROUP is not responsible for lost, late misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest Winners will be selected by the staff of MARVEL COMICS based on quality and originality. Winners List available by sending a self-addressed, stamped envelope to "Winners List Marvel Vision/Generation X Contest" c/o Marvel Comics. 387 Park Avenue South New York, NY 10016 Winners shall also be responsible for all applicable taxes Void where prohibited by law. Contest sponsored by MARVEL ENTERTAINMENT GROUP, INC. TM & © 1996 MARVEL characters, INC. All rights reserved

MARVEL'S SILLIEST MOMENTS

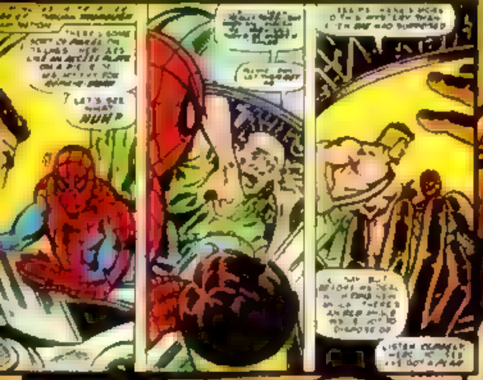
UN-TOWED TALES



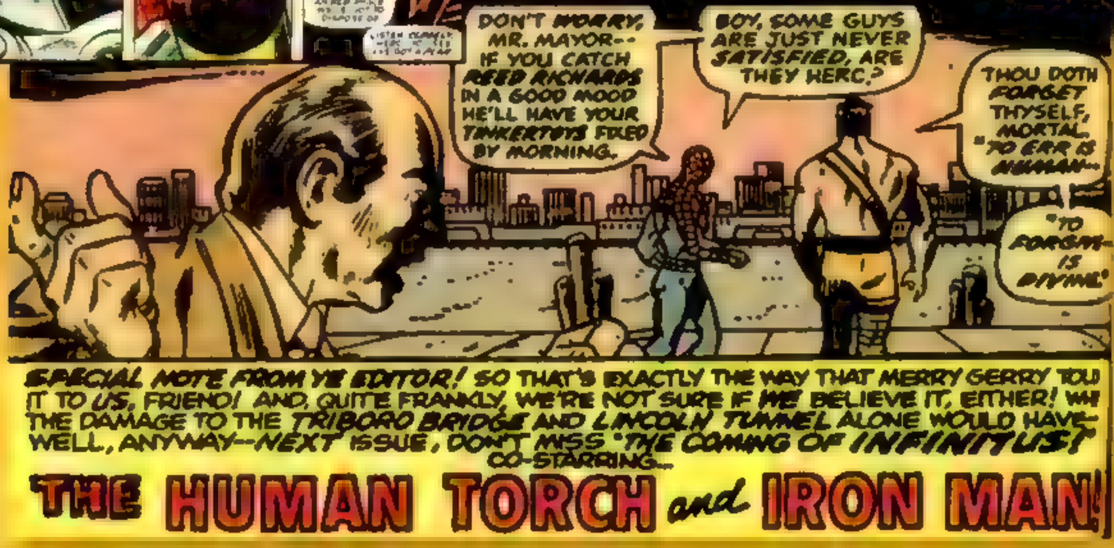
One of Marvel's more notorious stories from the 1970s was the immortal MARVEL TEAM-UP #28. The story has Spider-Man and Hercules fighting a bunch of guys in robot suits who tow the island of Manhattan out to sea and hold it for rasom. At the end of the story, Hercules chains Manhattan to himself, and tows the island back to its original spot!

In a highly unusual move, the editor of the comic, Roy Thomas, denounced the story when it was over. Included at the end of the issue was a note from Roy, saying he found the story unbelievable, because of the amount of damage that would have ensued (particularly to the Triboro Bridge and the Lincoln Tunnel).

Marveldom assembled liked the issue even less than Roy. In the letters page regarding MTU #28, it was acknowledged that the issue was "one of the least popular stories we've done in TEAM-UP."



Fans had a particularly hard time buying the idea that Manhattan Island could be towed anywhere. As one reader noted, "How was it going to get past Staten Island and Brooklyn?"



The whole story was later written off as being a greatly exaggerated incident told by Hercules. That Hercules! He's such a storyteller. You just can't believe a word that guy says.

Next we'll find out ol' Herc only had ten labors, and Cerberus the Three-Headed Dog was just a pup with a bad case of rabies!

—BARRY DUTTER

ultraforce spider-man

January brings the next in a series of crossovers fans have been waiting for: *UltraForce/Spider-Man* #1. The Malibu/Marvel crossovers initiated with *UltraForce/Avengers*, *Prime/Hulk* and the *Phoenix Resurrection* continue when the web-slinger joins the 'Force to defend New York City from a sinister new super-group called the Shifters.

When a dimensional rift opens between the Malibu and Marvel Universes, Spider-Man and UltraForce rush to the scene to shut it down. What seems like your everyday cosmic occurrence quickly swells to disastrous proportions when it becomes clear that the rift was no accident—and somebody wants to make sure it never closes!

Further investigation reveals the culprits—an evil group of interdimensional baddies known as the Shifters. They're out for world conquest, but one world isn't enough for them. They want two—the Ultraverse and the Marvel Universe.

"While this book is a one-shot," says writer Marv Wolfman, "we've laid the groundwork for important future story developments. The Shifters are a key part of that groundwork. They are ruthless, destructive, and brutal, but there's a reason for their abject hatred for the Marvel and Malibu worlds. In short, they want nothing less than the total annihilation of the Marvel and Malibu universes. But you'll have to read the story to find out why!"

Naturally, no *Ultraforce/Spider-Man* crossover would be complete without an all-star cast of characters. Joining in the fray is a green and purple, pointy-eared villain-turned-hero who packs a wallop on his own! Throw Green Goblin in the mix with Spider-Man and UltraForce, and the results are explosive!

UltraForce/Spider-Man isn't just an all-star character team-up—it's got an all-star creative team, as well. Wolfman, well-known for his previous work on Spidey, handles the writing chores. He's joined by more Spider-Man veterans, Steven Butler and Shawn McManus, who'll be bringing UltraForce and Spider-Man to life with the pencil and inks.

Says Editor Hank Kanalz, "This book has been a blast to work on—Wolfman's an old pro at writing Spidey, and he's a pleasure to work with. Additionally, Butler and McManus have their own experiences with Spider-Man, so the creative team is a great match."

"The toughest thing about this project was writing a story that was more than just a series of appearances by famous characters," Wolfman added. "We wanted a story that would incorporate Spidey, UltraForce, and the Green Goblin in integral ways. The Green Goblin is especially important to the story, as he's the nexus for the events that kick the book off. Still, this story is unique to these characters, and couldn't be told without them."

Penciler Steven Butler agreed, adding, "This book was a lot of fun. Because it's a team book, and there's a lot of interaction between characters. There's a real fast-paced, dynamic feel to it. It's definitely a new experience for me, having done single-character books like *Spider-Man* in the past. But it's a great opportunity to experiment, and I was thrilled to work with Marv Wolfman."

"The biggest challenge with this project," said Kanalz, "is keeping the continuity in line with both *UltraForce* and *Spider-Man*, without putting a stranglehold on the story we want to tell. The *UltraForce/Spider-Man* format sounds very complicated, but since we have a solid plot in place, it was actually a breeze to orchestrate."

Because just a killer story is never enough, Malibu is making

UltraForce/Spider-Man available with two different covers. *UltraForce/Spider-Man* #1A features a stunning UltraForce/Green Goblin piece penciled by George Pérez and inked by Phil Jimenez. *UltraForce/Spider-Man* #1B is an UltraForce/Spidey shot penciled by Phil Jimenez and inked by George Pérez.

fin

Wild Women o' the Ultraverse!

To say that the women of the Ultraverse are in for some excitement in 1996 is an understatement! How about we just say they're gonna have an extremely wild year?

You can't expect a 17-year-old blonde bombshell with magical powers to live a nun's life. Nor can you expect the world's greatest and most seductive thief to lay low and mind her manners.

Nobody in the Ultraverse is laying low in '96, especially not the Ultragals! They start off the new year livin' large when they tango with villains and superheroes from both the Marvel and Malibu universes!

Ignorance is bliss! Well maybe for some—but, not for the inexperienced Mantra! In fact, if she doesn't get a grip on her magical powers, she may find that ignorance is death!

School 's in, and NM-E's the teacher! Mantra's got to do some quick learning to save her pretty face from the ugly bad guys she'll run into this year. In January's *Mantra* #5 and #6, the sexy superheroine must stop the rampaging NM-E or be killed! And, as if her battle with NM-E weren't enough to fill her dance card, Mantra discovers the secret of the new Wrath!

Have a heart! It's easy to feel sorry for Siren these days. After all, it's tough being the world's greatest thief and sexiest troublemaker!

In *Siren Special* #1, in stores February, Ultraverse's baddest girl meets the Exiles' Shuriken. One mesmerizes, the other paralyzes, but they mix like oil and water! In fact, they'd like to see each other dead! Only Juggernaut can step into the middle of this one, and stop Siren and Shuriken from ripping each other to shreds! Plus, this special issue reveals Siren's mysterious origin—and it's not what you'd think!

It'll take more than charm and good looks to get the wild women o' the Ultraverse out of the wild messes they're going to find themselves in! Ring in the new year with Mantra and Siren!

HANDBOOK TO THE MALIBU ULTRAVERSE

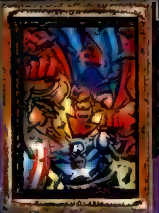
Want to get the latest and most in-depth information on your favorite Ultraverse character? Check out the *Handbook to the Malibu Ultraverse* #1, which hits comic store shelves in January.

The encyclopedic *Handbook* leaves nothing to guesswork. Ultraverse stars such as Prime, the Exiles, Mantra, UltraForce, and others are listed in detail. Where else can fans find up-to-the-minute information about their favorite Ultra's powers, skills, and abilities? Technical sections explain the science behind Night Man's arsenal, the UltraForce headquarters, and other Ultra-gadgets.

Also listed are Marvel guests in the Ultraverse, such as the X-Men, Spider-Man, the Green Goblin, Loki, the Lizard, and others! Marvel fans will get the scoop on their favorite characters' visits to the Ultraverse. These listing focus on the power alterations that Marvel characters experienced during their tours of the Ultraverse, as well as the slugfests they found themselves in - when they got there!

Naturally, no *Handbook* would be complete without pictures and diagrams. Fortunately for Ultraverse fans, the pix are provided by a host of industry stars such as Jeff Matsuda, Art Thibert, George Perez, and other hot industry favorites.

Editor Hank Kanalz noted, "This is every Ultraverse Fan's dream come true! In the space of two volumes, our anal retentive staff has compiled stats and information about Ultraverse characters that will be invaluable for ever old and new Ultraverse reader."



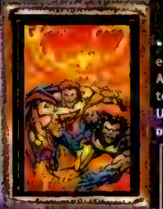
PRIME™/CAPTAIN AMERICA™ #1

• The Sentinel of Liberty meets the All-American Hero! • Norm Breyfogle's return to Prime!
Cover by Norm Breyfogle
Gerard Jones/Norm Breyfogle An Ultraverse Title
Captain America meets Prime when their evil doppelgangers threaten to bring anarchy and ruin to the United States in both the Marvel and Ultraverse universes! Brought together to fight for mom, apple pie and the American way, Cap and Prime get more than they bargained for when they find that Rogue Prime is the responsible party! (Shipping 3/19/96)

MARVEL™/ULTRAVERSE® BATTLEZONES #1

Cover by Dan Panosian
• A+ artists—Pérez, Frank, Thibert, Larroca, Pacheco, and others! • The battle of the heroes!
An Ultraverse Title Malibu and Marvel characters square off in action-packed battles drawn by top creative teams! Featuring the art of industry greats Bryan Hitch, Carlos Pacheco, George Pérez, Dan Panosian, Phil Jimenez, Salvador Larroca, Gary Frank, Val Semeiks, Art Thibert, and others. Battles include Prime vs. Wolverine, Lord Pumpkin vs. Ghost Rider, Necromantra vs. Storm, Hardcase vs. Captain America, Cayman vs. Thing, and more! (Shipping 3/19/96)

MALIBU COMICS

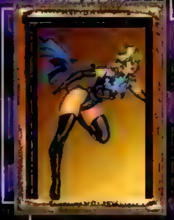


PHOENIX™ RESURRECTION #0

• The collected Phoenix stories all in one volume! • Bonus Phoenix story not found anywhere else! • Deluxe paper stock Cover by Bryan Hitch Various artists & writers
An Ultraverse Title Collected for the first time for the direct market—the introductory stories to the hit "Phoenix Resurrection." These stories originally ran as back-up stories in November Ultraverse issues. By popular demand, they're being reprinted in this issue, along with a new, original Phoenix story! (Shipping 3/5/96)

FOXFIRE™ #2

• The fate of The All New Exiles' Mastodon revealed!
Cover by Kevin West and Tom Wegrzyn Ian Edginton/West & Wegrzyn
An Ultraverse Title Foxfire becomes one of America's Most Wanted when the media blames her for the destruction of her building and the slaying of innocent civilians. Naturally, she's innocent, but will UltraForce believe her? If they don't, she'll have to open up a can o' whupass on Prime, Black Knight, Prototype, and the rest of the UltraForce team! (Shipping 3/12/96)

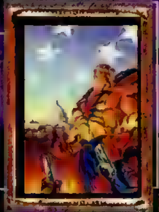


MANTRA® #6

• Dramatic new look for Mantra! • Introducing Mantra's toughest foe yet—Tattoo! • Guest-starring Rush! Cover by Dave Roberts & Jim Amash Tom Mason/Dave Roberts & Jim Amash An Ultraverse Title
This issue, Mantra gets a sleek new costume and a tough new attitude! She's had enough and she's not taking it anymore! Tired of being the most inexperienced hero in the Ultraverse, Mantra seeks out a new teacher and role model: Rush! While he puts her through ultra finishing school, Mantra runs into a real dilemma—the hottest guy in school is also a demon on a killing spree! What's a girl gotta do to get a break? (Shipping 3/19/96)

PRIME® #6

• New story arc! • Guest-starring Solitaire! • This is Prime. . . this is Prime on drugs!
An Ultraverse title Painted cover by Scott Kolins & Joel Naprstek
Gerard Jones/Scott Kolins & Dennis Jensen
There's a new drug on the street, Ultrax, that delivers the ultimate buzz—ultra powers! But there's someone...some*thing* out there that's putting the Ultrax dealers out of business—permanently. It's red, yellow, and blue, with a big "P" on its chest, and it's wanted by the law! (Shipping 3/5/96)



RUNE® #6

• Guest-starring Marvel's Warlock! Cover by John Cleary & Bob Wiacek
Len Kaminski/Cleary & Norm Rapmund
An Ultraverse Title Erik goes head to head with the deadliest Aladdin shock troops ever created—Rune Biocons! While he's got his hands full with Rune's deadly duplicates, Angelique fights for her soul with the help of Warlock. Together they'll discover if she's woman, beast, or the best of both! (Shipping 3/26/96)

ULTRAFORCE™ #6

Cover by Darick Robertson & George Pérez
Warren Ellis & Ian Edginton/Robertson & TBD • "SMOKE AND BONE" #2 OF 3!
An Ultraverse Title UltraForce gets closer to uncovering the ugly secrets behind the murder of Senator Shrine. While they're looking for answers, an ultrapowered assassin is looking for them! His mission: bury the truth—and UltraForce with it! Can't get enough of *UltraForce*? Make sure you watch the hit animated *UltraForce* show every Sunday at 9:00 A.M., and be sure to check out the new UltraForce toys, as well! (Shipping 3/26/96)

THE ALL NEW EXILES™ #6

• New team costumes, new look! • Introducing the Exiles' worst nightmare—Moloch!
Cover by Kyle Hotz & Jason Moore
David Quinn/Hotz & Moore
An Ultraverse Title Out of the blue, a new villain rises and decimates the Exiles! The lethal Moloch has an unusual agenda—first on his list is the death of the Exiles. He leaves the Exiles limping, and Hellblade for dead! The Exiles must choose—escape and save their own skins or stay and fight to save Hellblade! (Shipping 3/19/96)

MALIBU COMICS® MALIBU MEDIA • MARCH 1996 Checklist

Need a jumping-on point for Malibu Media readers? In March, Malibu Media collects the best issues of its various titles in bagged collector's packs. Designed to be a starting point for new readers, Value Packs give readers a chance to catch up on great titles like *Star Trek: Deep Space Nine*™, *Mortal Kombat*®, *Battletech*®, and *Street Fighter*™. Not just a great value, these packs also tie in to other merchandise. Don't miss this unique cross-promotional opportunity!

MORTAL KOMBAT® SPOTLIGHT PACK

Featuring solo adventures of the champions of the hit arcade game and movie. The possibilities include Goro, Rayden/Kano, Kitana & Mileena, Kung Lao, and Baraka. All in a bag and ready to sell. Limited quantities. Three issues with a total retail value of $8.85. (Shipping 3/19/96) TM, ® & © Midway Manufacturing Company. All Rights Reserved.

STAR TREK: DEEP SPACE NINE® COLLECTOR'S PACK

Featuring six issues of the popular television series comic adaptation. Plus, as a bonus, this pack also includes a must-have rare *DS9* ashcan in every pack. All in a bag and ready to sell. Every pack includes the rare *DS9* ashcan, a #1 issue and five others (total of six comics and a limited ashcan). Limited quantities. (Shipping 3/26/96)
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AMALGAM COMICS

IT'S NOT OVER TILL THE FAT LADY SINGS

Okay, the collision decisions are in. Who's stronger, the Hulk or Superman? Has Wolverine LOBOtomized the Main Man? Is the Sub-Mariner deep-sixed? The answers to these and other questions (by your vote) are revealed once and for all in MARVEL VERSUS DC #3.

But for those that thought they'd have a chance to catch their breath, not a chance. Because in the last moments of MARVEL VERSUS DC #3, something strange happens.

The last week in February will feature the soul survivor of the brawl to end it all... The Amalgam Universe!

AMALGAM PRODUCTS DISTRIBUTED BY HEROES WORLD *(Shipping 2/27/96)*

AMALGAM POSTER
Joe Madureira & Tim Townsend
The top-secret, history-making heroes of Amalgam Comics assemble in this over-sized (27" X 40"), four-color poster.

BULLETS AND BRACELETS #1
John Ostrander/Gary Frank/Cam Smith
Years ago, an unlikely romantic interlude between a master of mayhem named Trevor Castle and a rogue princess named Diana of Themyscira resulted in the birth of a child. Now this punishing man and this wonderful woman must unite once more to save their son from Thanoseid!

BRUCE WAYNE: AGENT OF S.H.I.E.L.D. #1
Chuck Dixon/Cary Nord
Driven by the murder of his parents, a grim multi-billionaire focuses his rage by forging Amalgam's premiere espionage strike force! Now Wayne and his agents of S.H.I.E.L.D. take their war to the ultimate level when The Green Skull targets America's entire East Coast!

MAGNETO AND THE MAGNETIC MEN #1
Mark Waid & Gerard Jones/Jeff Matsuda/Art Thibert
Erik Magnus watched in horror as his comrades, The Brotherhood of Evil Mutants, were slaughtered. Now, utilizing the technology that his mutant-hating brother used to create the Sentinels, Magnus constructs five robots, each formed from a different metal, to protect his fellow Homo Superiors.

Photographs courtesy of Al Ortega

SPEED DEMON #1
Howard Mackie & James Felder/ Salvador Larocca/ Al Milgrom
When Blaze Allen chants "Gone, gone, o'form of man..." he transforms into the leather-clad monster known as Speed Demon. Now, with his nephew Wally West), Allen must race against time to snatch the soul of The Green Goblin! If he fails, the Night Spectre wins the keys to the Nether Realm!

THE MEETING THAT STARTED IT ALL, LEE AND LEVITZ!

SPIDER-BOY #1
Karl Kesel/Mike Wieringo
He's a world-famous web-slinging superstar, he can stick to walls, and his crash pad is in the Baxter Building—not bad for a teenaged punk! Now a Giant sized monkey wrench is thrown in the mouthy maverick's path in the form of Bizarnage and the gigantic King Lizard!

X-PATROL #1
Karl Kesel & Barbara Kesel/Roger Cruz/Jon Holdredge
Ferro-Man! Elasti-Girl! Dial H.U.S.K.! Niles Cable! Shatterstarfire! Beastling! Six outsiders unite for the very first time to face the dreaded despot known as Doctor Doomsday! *(Shipping 2/27/96)*

AMALGAM PRODUCTS DISTRIBUTED BY DIAMOND (Arriving February 28th)

AMAZON #1
John Byrne/John Byrne/Terry Austin
Reared on the hidden island of Themyscira, weather-wielding mutant Ororo Monroe battles the very gods of legend she has been taught to worship.

ASSASSINS #1
D.G. Chichester/Scott McDaniel
Dare and Catsai—two of Amalgam's deadliest femme fatales—must navigate the deathtraps of Arkham Tower to save the targeted mayor of New Gotham.

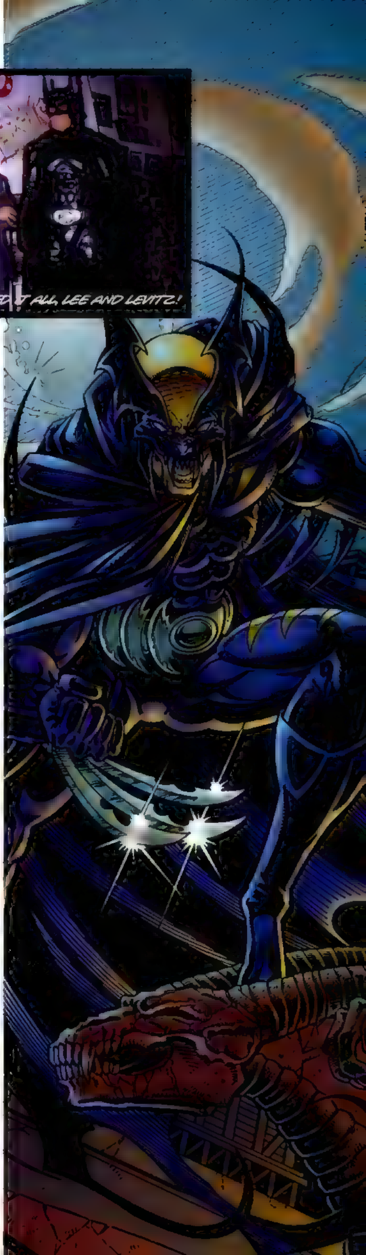
DOCTOR STRANGEFATE #1
Ron Marz/Jose Luis Garcia-Lopez/Kevin Nowlan
Amalgam's Supreme Lord of Order, Doctor Strangefate, will do anything to preserve this new fused reality—even kill the new hero known as Access.

JLX #1
Mark Waid & Gerard Jones/Howard Porter/John Dell
They're outlaws hated by the world they've sworn to protect—and hounded by the avenging heroes of the JLA! Even if they survive the awesome assault of Amalgam's mightiest heroes, they must still face the discovery that a member of their squad is not who he appears to be!

LEGENDS OF THE DARK CLAW #1
Larry Hama/Jim Balent/Ray McCarthy
The adamantium-clawed nocturnal protector of Gotham City is joined by Jubilee, his spunky protégé, in his war against the feral and psychotic Hyena.

SUPER SOLDIER #1
Mark Waid/Dave Gibbons
Transformed by an experimental infusion of alien DNA, a mere mortal became the greatest fighting machine of World War II. Revived in modern times, this living legend must battle The Green Skull and Hydra while defending truth, justice, and the American Way.

—Jim Krueger



AMALGAM

SPEED DEMON NO.1

HOWARD MACKIE & JAMES FELDER/
SALVADOR LARROCA/AL MILGROM

Blaze Allen and Wally West are leather cla demons of vengeance! Can they snag the sp it of the amalgamated Green Goblin? Or will the horrific Night Spectre win control of Hell? Howard(GAMBIT)Mackie, James Felder, Salvador(GAMBIT &THE X-TERNALS,GHOST RIDER)Larroca and the legendary Al Milgrom rip the screaming soul out of Amalgam!
(Back Ships 2/27/96)

MAGNETO & THE METAL MEN NO.1

MARK WAID & GERARD JONES/
JEFF MATSUDA/ART THIBERT

Magneto leads a strike-force of all-new, all-different mutants!
Erik Magnus—the Master of Magnetism—gathers together The Metal Men & instills them with the essences of his murdered comrades, The Brotherhood of Mutants! Now they face mankind's greatest threat, Sinistron! Mark(X-MEN, AVENGERS, CAPTAIN AMERICA)Waid, Gerard(JUSTICE LEAGUE AMERICA)Jones, Jeff(X-MEN)Matsuda and Art(UNCANNY X-MEN)Thibert unleash the X-Men as you've never seen them!
(Back Ships 2/27/96)

AMALGAM PRESS POSTER NO.222

JOE MADUREIRA/TIM TOWNSEND

Amalgamers Assemble! All the history-making top-secret Amalgam heroes join forces in this four-color, oversized (27" x 40") retail poster by the UNCANNY X-MEN's Joe Madureira and Tim Townsend!
(Back Ships 2/27/96)

BULLETS & BRACELETS NO.1

JOHN OSTRANDER/GARY FRANK/CAM SMITH

A punishing man and a wonderful woman tag-team to stomp skulls! Years ago, unlikely pairing leads to fireworks, romance—and a child! Can Trevor Castle and Diana of Themyscira save their kidnapped son from the star-smashing might of Thanoseid? John(BISHOP)Ostrander, Gary(INCREDIBLE HULK)Frank and Cam(X-MEN)Smith pump the most unexpected Amalgam title full of ballistic babes and bone-jarring bombshells!
(Back Ships 2/27/96)

SPIDER-BOY NO.1

KARL KESEL/MIKE WIERINGO/KARL KESEL

Here comes the amazing arach-kid! Everyone's favorite web-slinging teen celebrity is caught between the rampage of Bizzarnage and the terror that is King Lizard! Plus: appearances by the Challengers of The Fantastic, the Guardian Angel and more. Karl(SUPERBOY)Kesel and Mike(ROGUE)Wieringo combine two of the most popular characters in comics and unleash a wall-crawling maverick with a major attitude problem!
(Back Ships 2/27/96)

BRUCE WAYNE: AGENT OF S.H.I.E.L.D. NO.1

CHUCK DIXON/CARY NORD

The world's greatest detective becomes the supreme super-spy! Driven by his parents' death, Bruce Wayne crafts Amalgam's premier espionage force! Now, when the Green Skull reveals his terrorizing planetsmasher, the world's last hope is wayne and his agents of S.H.I.E.L.D.! Chuck(DETECTIVE COMICS)Dixon and Cary(DAREDEVIL)Nord lock and load for tale of all-out action and international intrigue!
(Back Ships 2/27/96)

X-PATROL NO.1

COVER BY ROGER CRUZ/TERRY AUSTIN
KARL & BARBARA KESEL/ROGER CRUZ/JON HOLDREDGE

The first adventure of Amalgam's most uncanny mutant team! Ferro-Man! Elasti-Girl! Dial Husk! Niles Cable! Shatterstarfire! Beastling! Six strangers unite for the very first time to face the dreaded Doctor Doomsday! Will they succeed or will one of them pay the ultimate price? It's mighty mutant mayhem as you've neve imagined by Karl(ADVENTURES OF SUPERMAN)Kesel, Barbara Kesel, Roger(X-MEN:ALPHA Cruz, and Jon Holdredge!
(Back Ships 2/27/96)

SPIDER-MAN:
THE CLONE STORY
MADE EASY...
YEAH, RIGHT!
By
Mark P.
Bernardo

FIVE YEARS AND SEVERAL MONTHS AGO:

MILES WARREN

"The most crucial step in my master plan began today, when I finally created a perfect clone of Peter Parker, using cell samples surreptitiously taken from him in our biology class. The young fool had no idea that his kindly biology professor is in actuality his most deadly nemesis! Nor did he have the slightest inkling that I am aware of his dual identity as Spider-Man...the man who killed my beloved Gwen. How dearly he will pay for that transgression!

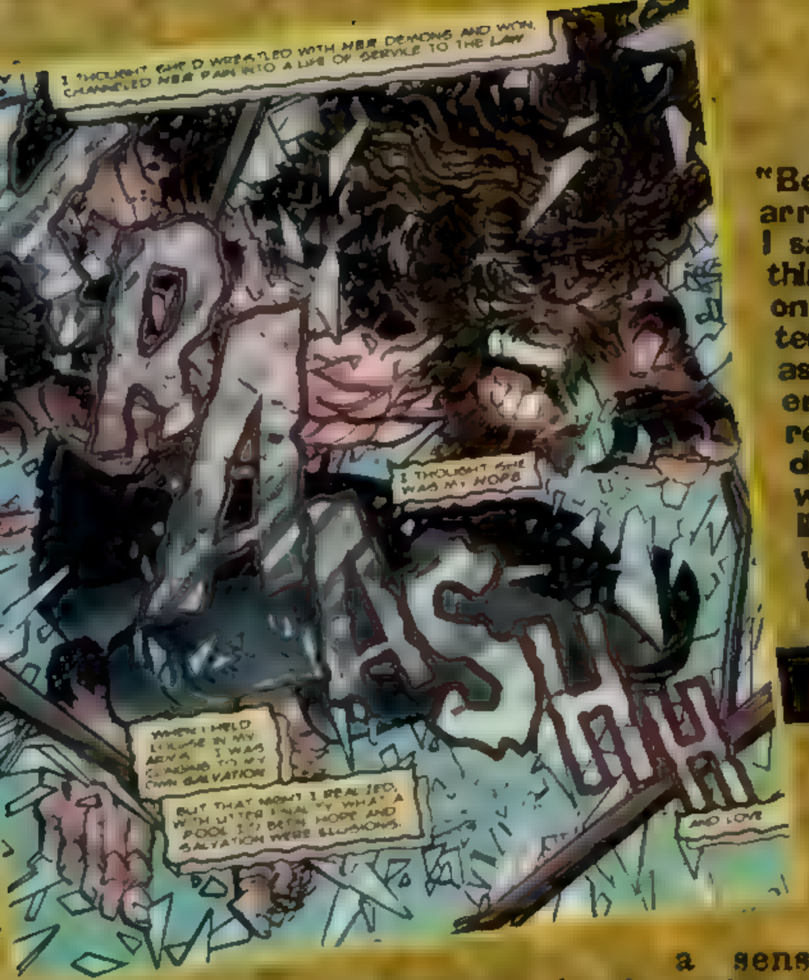
"I sometimes wonder about the whereabouts of my first, failed Parker-clone...the prototype. Ah, well, he was just a bad batch of chemicals."

FIVE YEARS AGO:

BEN REILLY

"The first thing I remembered was this really disorienting feeling that things weren't quite right. I had awakened outside a factory in Brooklyn, in the pouring rain. I had a vague memory of a fight in Shea Stadium with a clone of myself, but my first reaction was to get home...to Mary Jane's arms, to my life. But when I got there, I looked in the window of my apartment and saw myself...Peter Parker, there, with MJ...the woman that I was just starting to love. Then a painful flash in my head: I was the clone, the copy, the fake. And the world fell out from under me.

"I didn't really care if I even survived that dark, stormy nigh; but I did. The next morning, I went back to an apartment in which I now felt like an intruder. I grabbed some cash, some mementos, and an extra set of the Spider-Man gloves and mask. (Even then, I couldn't leave my double life totally behind, I guess.) I jumped on a bus going west, and met this shoe salesman by the name of Clifford Gross. At first, I found him obnoxious and overbearing, but keeping that poor, pitiable soul from committing suicide is ultimately what gave me the strength and perseverance to go on in my own wretched life. I decided I needed a name... so I became Ben Reilly, for my Uncle Ben, and using Aunt May's maiden name. I got back on a bus headed west, ready to resume some kind of life."



FOUR YEARS AGO:

SEWARD TRAINER

"Ben Reilly was something of a wreck when he arrived at the Traveler Inn in Rachel, Vermont. I saw something in this brash young man...something noble underneath the cynicism that a year on the road can create in a man. I put him up, tended to his health, and gave him a job as a lab assistant. When a nuclear core meltdown threatened my lab, destroying years of work, Ben revealed his superhuman abilities in preventing disaster. He entrusted me with the secret of where those abilities came from...and the tragic life that has resulted. That day, I vowed to do whatever I could to aid Ben Reilly in finding a place in the world."

TWO YEARS AGO:

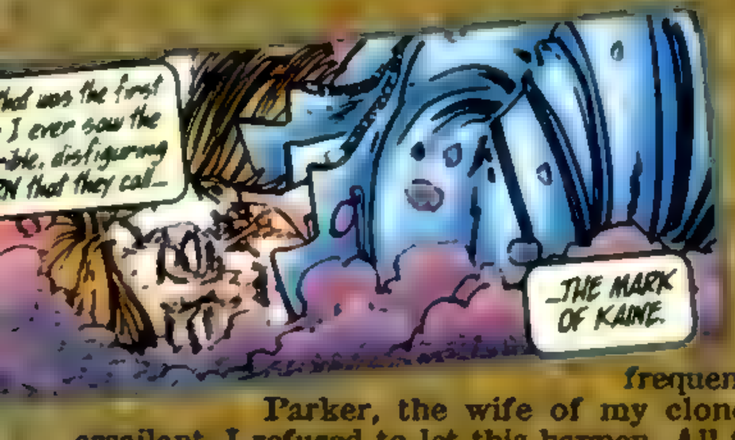
KAINE

"I have followed Reilly's trail for three lonely years since being abandoned by my unfeeling 'father,' the Jackal. At first it was merely out of a sense of curiosity, a perverse joy in seeing this man, the original Peter Parker from whose cells I was cloned, doomed to a life as empty as my own. It was in Salt Lake City where everything changed...my morbid curiosity turned to outright hatred. I met a woman—a police officer named Louise Kennedy, who saw beyond my scars and my rage. I thought I had found love of a sort...until Kennedy revealed herself to be on the payroll of the filthy druglord whose organization Reilly was clandestinely trying to bring to justice. Reilly had also found a love of his own...a love not cursed by betrayals. A life, for that matter, not cursed by the cellular degeneration that was ravaging my body and mind. From the moment of that realization, I devoted my life to tormenting Reilly, and denying him happiness. The first step came when, in a fit of rage, I snapped the traitorous Kennedy's neck, branding her with my Mark of Kaine. I then left Salt Lake City to let Reilly take the blame for the crime."

APPROXIMATELY FOUR MONTHS AGO:

BEN REILLY

"I'd managed to avoid any contact with my old life for a long time...until one of my periodic phone calls to Aunt May revealed she'd had a serious stroke that left her hovering between life and death. Though I swore never to return, I promptly left the temp job I was doing in the Northwest and headed for New York. Even though I wasn't really Peter Parker (or so I thought), the memories I have of her were important in shaping who I have become. Unfortunately, while visiting her at the hospital, I ran into Peter...and his first reaction was pretty expected. While we were slugging it out, this ghostly being called Chakra showed up, and we both ended up at Ravencroft Institute, joining forces to stop this mysterious creep named Judas Traveller from letting all the nutcases out. Out of all this, I realized that, even though I was a clone, I had a responsibility to use my powers for good...and soon the hero, unfortunately saddled with the name, 'Scarlet Spider' was born! I couldn't leave New York yet...not until Aunt May was all right."



APPROXIMATELY THREE AND A HALF MONTHS AGO:

KAINE

"The visions started coming with increasing frequency after I came to New York. Mary Jane Watson-Parker, the wife of my clone-brother, Peter Parker, murdered by an unknown assailant. I refused to let this happen. All the potential murderers had to be eliminated. I killed the novice Grim Hunter, and then crushed the life from the diabolical Doctor Octopus. By then, Reilly was getting uncomfortably close to Peter's life...to destroying what my clone-brother had built for himself. But Reilly's own past was closing in as well..."

THE JACKAL

APPROXIMATELY THREE MONTHS AGO:

"The memory implants that I placed in both Reilly and Parker five years ago have worked perfectly, luring the two Spider-boys to my stronghold in the Catskills. I wanted an audience for the unveiling of my new, genetically perfect body. (It took five years in an incubation pod to acquire it.) I took great delight in planting the seeds of doubt in both of their minds as to whom the original Parker was...a bit of fun before I escaped and went about setting in motion my larger scheme."

APPROXIMATELY TWO MONTHS AGO:

PETER PARKER

"Everything hit the fan right after Aunt May died. Right after the funeral, this detective from the Salt Lake City PD shows up and arrests me for murder! It turns out he was really after Reilly, for a crime that was committed by Kaine! To prove this, Reilly took my place in prison while I cleared his name. Fortunately, Kaine confessed to the murder before either me or Ben could fry, only to later escape! Then tests run on MJ's unborn child by Ben's scien-tist buddy, Seward Trainer, led to the revelation that I was actually the clone, and Ben was the original Peter! I went a little nuts after that. I came to my senses, with the help of Ben, and ultimately helped him shut down the Jackal's schemes. Even Kaine—who, it turned out, saw me as a brother—sacrificed his life in the final battle. I kept the name Peter Parker, and continued for a while as Spider-Man, but a few close calls convinced me that the greatest responsi-bility isn't punching out badguys—it's being a father. So MJ and I left NewYork...leaving the mantle of the Big Apple' web-swinger to Ben."

TODAY:

BEN REILLY

"It was pretty daunting starting over again. Even though I'd been Spider-Man first, Peter had been Spider-Man longer. He'd made the role his own. I started trying to build myself a life in New York as Ben Reilly, and continued fighting crime as the Scarlet Spider—until a scheme by the crafty new Doctor Octopus made that identity public enemy number one. It was time for Spider-Man to swing again...so I came up with a new costume to reclaim for myself the mantle that the Jackal's vengeful scheme had so long denied me...the mantle of the one, true Spider-Man! It's good to be back!"

SPIDER-MAN

SPECTACULAR SPIDER-MAN NO.233

"Web Of Carnage"—Part 4 (of 4)
Todd Dezago/Sal Buscema/
Jimmy Palmiotti
Continued from SPIDER-MAN No.67! Faced with the prospect of permanent bonding with the carnage symbiote, Spidey seeks help from the last person you'd expect—Cletus Kasady! With friends like these...
(Shipping 3/5/96)

UNTOLD TALES OF SPIDER-MAN NO.9

Kurt Busiek/Pat Olliffe/Al Vey
Attempting to cure Batwing (who swooped down in issue No.2), Spidey enlists the aid of Curt Conners—big mistake! Now the Lizard lives again, and the web-slinger is trapped in a monster mash!
(Shipping 3/12/96)

THE ADVENTURES OF SPIDER-MAN NO.2

Nel Yomtov/Alex Saviuk
Hammerhead's on a feeding frenzy—and Spidey's shark bait! Continuing the all-new adventures based on the hit animated show!
(Shipping 3/12/96)

VENOM: ALONG CAME A SPIDER NO.4 (OF 4)

Larry Hama/Joe St. Pierre
The heart-stopping conclusion! Who will win the ultimate, all-out war between Venom and the new Spider-Man? When the webs clear, the new status quo between Venom and Spider-Man will be set in stone! Now 48 brain-eating pages!
(Shipping 3/5/96)

SENSATIONAL SPIDER-MAN NO.4

"Blood Brothers"—Part 1(of 4)
Dan Jurgens/Klaus Janson
The sercret identity of Spider-Man is revealed-by his girlfriend! Even worse, she's the daughter of The Burgler: the man who killed Uncle Ben! Plus: the secret of the skeleton drives a wedge between Peter Parker and Ben Reilly that threatens to ruin their friendship forever! Continued in AMAZING SPIDER-MAN #411! (Shipping 3/5/96)

SPIDER-MAN NO.68

"Blood Brothers"—Part 3(of 4)
Howard Mackie/John Romita Jr./Al Williamson
Wanted as a criminal, beaten and bloodied, Spider-Man faces the Hobgoblin and Cell-12! Can he pick up the shattered pieces of his life when he learns the truth behind the secret of the skeleton? Continued in SPECTACULAR SPIDER-MAN #234!
(Shipping 3/19/96)

AMAZING SPIDER-MAN NO.411

"Blood Brothers"—Part 2(of 4)
Tom DeFalco/Mark Bagley/Larry Mahlstedt
As Spider-Man's secret identity begins to unravel, a team of killers goes gunning for Peter Parker—who no longer has his powers! Continued in SPIDER-MAN #68!
(Shipping 3/12/96)

GREEN GOBLIN NO.8

Tom DeFalco/Scott McDaniel/Derek Fisher
Meet Angelface—he has the face of an angel and the heart of a devil! Now, the most ruthless killer since Carnage has targeted the new Green Goblin! Plus: the Goblin's dramatic confrontation with Liz Osborn, the second Green Goblin's widow—who wants her husband's equipment back!
(Shipping 3/19/96)

NEW WARRIORS NO.71

Evan Skolnick/Patrick Zircher/Andrew Pepoy
"Future Shock"—Part 4(of 4)
For the life of Spider-Man, and the sake of tomorrow, the Warriors battle as never before in Advent's future time! But if they succeed, Advent's future will be no more—and they'll be trapped in limbo!
(Shipping 3/26/96)

SPIDER-MAN UNLIMITED NO.12

"Blood Brothers" Tie-In
Evan Skolnick/Paris Karounos
J. Jonah Jameson is poised to tell the world who the Spidey skeleton really was in life—and the only thing preventing the currently alive Spider-Man from stopping him is The Scorpion, Beelte, The Pro, Chance Slyde, Puma and The Rhino! But whose side are The Black Cat and Silver Sable on?
(Shipping 3/26/96)

SPECTACULAR SPIDER-MAN NO.234

"Blood Brothers"—Part 4(of 4)
Todd Dezago/Sal Buscema/Jimmy Palmiotti
Peter Parker and Ben Reilly must put aside their mutual hatred if they hope to discover the shocking secret of the skeleton and defeat the villain who's been responsible for all their woes—The Hobgoblin!
(Shipping 3/26/96)

VENOM: THE HUNTED NO.(1 OF 4)

Larry Hama/Duncan Rouleau
Beginning a new saga starring Venom! Spidey's arch-foe is tracking a serial killer, not suspecting that the culprit is an alien—and a natural predator of his symbiote suit! The hunter becomes the hunted in this new arc written by *Larry(WOLVERINE)Hama!*
(Shipping 3/26/96)

JOHN OSTRANDER

and His Point-Blank Comments on The Punisher

Who 's tall, has a mane of white hair, the perpetual appearance of a man on safari, and is on equally intimate terms with Shakepeare and the Punisher? John Ostrander, that's who! The man who verbally floats like a butterfly and stings like a bee reveals both his quirky personal past and his future plans for the recently electrocuted Frank Castle!

WHERE ARE YOU FROM, JOHN?

I'm from the Chicago, Illinois area. I migrated east about four years ago to Connecticut and settled in Jersey a year ago.

IF YOU LIVE IN JERSEY, HOW COME YOU DON'T HAVE A JERSEY ACCENT?

I'm working on it! I can put it on when I need to!

HOW DID YOU GET INTO COMICS?

I didn 't actually become a writer in comics until I was thirty-three, but I was always a big fan! I mean, I was reading the X-MEN when they cancelled the book—when Professor X was killed for the first time!

But anyway, I came in through the theater. I was working in Chicago theater during a very interesting time. David Mamet was just starting out, John Belushi was working at Second City, John Malkovich and Laurie Metcalfe were at the Steppenwolf Theater, and Gary Cole, who 's now working on "American Gothic." He and I knocked back more than a few beers together.

HEY, THIS IS A FAMILY MAGAZINE, PAL.

I was acting, I was directing, I was producing, I was writing plays. It was the writing plays part that actually got me into comics. I co-wrote a play called "Bloody Bess."

A FAMILY MAGAZINE.

It was a pirate play, sort of a "Thelma and Louise" on the high seas, only it ended in blood, of course. Anyway, this friend of mine, Mike Gold, went to see it about 8 million times. He loved it.

So when Mike Gold was among the people who started First Comics, he gave me a chance. I did a couple of backup stories and then they threw STARSLAYER at me. After that, I created Grimjack, and the rest is hysteria. (Ever the gentleman, John refrains from laughing at his own joke.)

HOW DID YOU WIND UP WRITING THE PUNISHER?

One day, Chris Cooper calls me up out of the blue, tells me he 's the new editor on PUNISHER, and that he wants me to submit a proposal. To which I respond, "You're out of your mind! The Punisher is not my favorite character! The character 's been worked to death!" But I wrote one anyway, thinking, "There's no way they'll go for this, not in a million years–it's way too wacked!" Then Chris calls me back and he says, "We love it, it's perfect, it's such a breath of fresh air, it's just what we're looking for!"

SO DO YOU AND THE PUNISHER HAVE ANY CHARACTERISTICS IN COMMON? SIMILAR BUILD? SHARED LOVE OF AUTOMATIC WEAPONRY?

Every time a writer is working with a character, if he's being honest, he's working from something within himself. So obviously there 's something within me that responds to Frank. Certainly I have my own interior conflicts that I work out. (Chortles happily.) I don 't need therapy, because I got the Punisher! I got a big violent guy to act things out for me!

HOW COMFORTING. WHAT'S THE PUNISHER GOING TO BE UP TO IN '96?

Well, things will be coming to a boil in '96 over the ramifications of Frank's agreement to become the head of a Mafia family. Is he serious about this? Or is he just using it as a way to get at his enemies? Frank is no longer sure.

He 's burned out. He 's totally burned out, and now, suddenly he has a chance to actually accomplish something. All he has to do is maybe barter a little bit of his soul along the way.

THE PUNISHER KILLED NICK FURY IN "DOUBLE EDGE OMEGA." IS IT UP TO YOU TO ESTABLISH THE NEW HEAD OF S.H.I.E.L.D.?

I'm working on that issue now! The new head of S.H.I.E.L.D. is going to be G. W. Bridge, but what's going on right now is that Mikel Fury, Nick's son, is going to use all of S.H.I.E.L.D 's forces to go out and get the guy who killed his father. Of course, the Punisher's been cleared of all charges, including the ones he was supposedly executed for, so what it comes down to is that Mikel is using those forces illegally, and that's bound to result in a complaint or a lawsuit of some kind.

CAN READERS EXPECT LOTS OF GONZO ACTION FOR THEIR BUCK NINETY-FIVE?

There 's going to be a huge gang war in the summer of '96, and it's not just going to be in PUNISHER, it's going to spill over into other Marvel Edge line books as well! (Here, John breaks into a startlingly off-key rendition of "Dancin' in the Streets," only it's "Shootin' in the Streets.") It'll be interesting to see which members [of the Geraci family] are left standing and what Frank decides to do with himself.

ANY IDEAS YET?

One thing we have to do, that I really want to do, is find out what the readers think. If the readers like what we're doing, they should let us know, and if they don 't like what we 're doing, they should let us know. (Listen good here, kids!) The readers may actually influence what our final decision is going to be!

When John Ostrander isn 't acting out his aggressions through recently electrocuted comic book characters, he can be found at the movies, ardently cheering on the talking pig in "Babe."

-- Polly Watson

"I don't need therapy, because I got the Punisher"

DOCTOR STRANGE NO.88

J.M. DeMatteis/Mark Buckingham/
Kev F. Sutherland
"Fall of The Tempo!" Pt 1 (of 2) *It had to happen: Doc vs. Wong!* When their relationship reaches its boiling point, push comes to shove! Plus: a bomb blast in HULK #440triggers the fall of the Tempo!
(Shipping 3/05/96)

MARVEL EDGE

DOCTOR STRANGE NO.89

J.M. DeMatteis/Mark Buckingham/
Kev F. Sutherland
"Fall of The Tempo!" Pt 2 (of 2)
Doc finally honors his pledge to Wong by freeing Imei's spirit—only to unleash Afterlife, a new villain jealous of all those who live.
(Shipping 3/26/96)

GHOST RIDER NO.73

Ivan Velez Jr./Salvador Larroca/Sergio Melia
John Blaze Is Back! PLUS: The Spirit of Vengeance melts Snowblind in an attempt to find out who is commiting the hellfire murders. All of the classic Ghost Rider characters (who happen to be burning up the toy shelves) converge in the searing storyline that screams into GHOST RIDER No.75!
(Shipping 3/12/96)

OVER THE EDGE NO.6

Ralph Macchio/Roger Brown
Too bad your senses are hyped DD, because Klaw, master of sound, is here to bust your ear drums! Plus: The Black Panther! With the return of Matt Murdock in DAREDEVIL No.352, this bargain-priced adventure is a swell lead-in to the noir-drenched world of The Man Without Fear!
(Shipping 3/5/96)

OVER THE EDGE NO.7

John Rozum/Stephen Jones/
Mike Witherby
Wake me up, I must be dreaming—Doctor Strange teams with Nightmare! Featuring the Marvel debut of writer John (Xombi) Rozum.
(Shipping 3/26/96)

PUNISHER NO.7

John Ostrander/Tom Lyle/Chris Ivy
The son of Nick Fury targets his father's killer: The Punisher!
When Scorpio sends the entire might of S.H.I.E.L.D. after Frank, either the Geraci crime family or the spy squad will be in need of a new leader! Hint: the results will be quite x-citing!
(Shipping 3/19/96)

DAREDEVIL NO.352

TBD/CARY NORD/TBD
The return of Matt Murdock! Daredevil dons his classic red zoot suit as he engineers the return of the alter-ego that the world thinks is dead! The new creative team establishes a new status quo, so you know this issue is custom made for all of you who missed the overhaul of DD!
(Shipping 3/5/96)

INCREDIBLE HULK NO.441

Peter David/Angel Medina/Robin Riggs
Betty writes her tell-all biography in "Hulk Fiction!"
"Ghosts of the Future"has left the Hulk M.I.A.! The search for the green guy begins—and the rescue team is joined by the scintillating She-Hulk!
(Shipping 3/19/96)

RON GARNEY meets the nation

He's the artist who's bringing Captain America to new heights of glory. And here's what he has to say about how he wouldn't let a few false starts to his career, some crazy convention experiences, a love for widely scorned meat products, or "Moomba" the man-eating tree, stop him from becoming a primo player in the insane industry we call comics.

Matt Friedman: So what were the first titles that got you hooked on comics?

Ron Garney: Aw geez. Believe it or not, I remember (snicker) reading this one called "Moomba". It was about this petrified tree that would come to life and eat people as they walked by it. I also remember reading MAGNUS ROBOT FIGHTER (the pre-Valiant one). Those and a lot of the Disney stuff. But then I started reading the Marvels with all the Kirby art and I really got hooked. My favorite run in a comic book, which wasn't that long ago, was THOR when Walt Simonson was writing it.

MF: Was that part of your inspiration to draw?

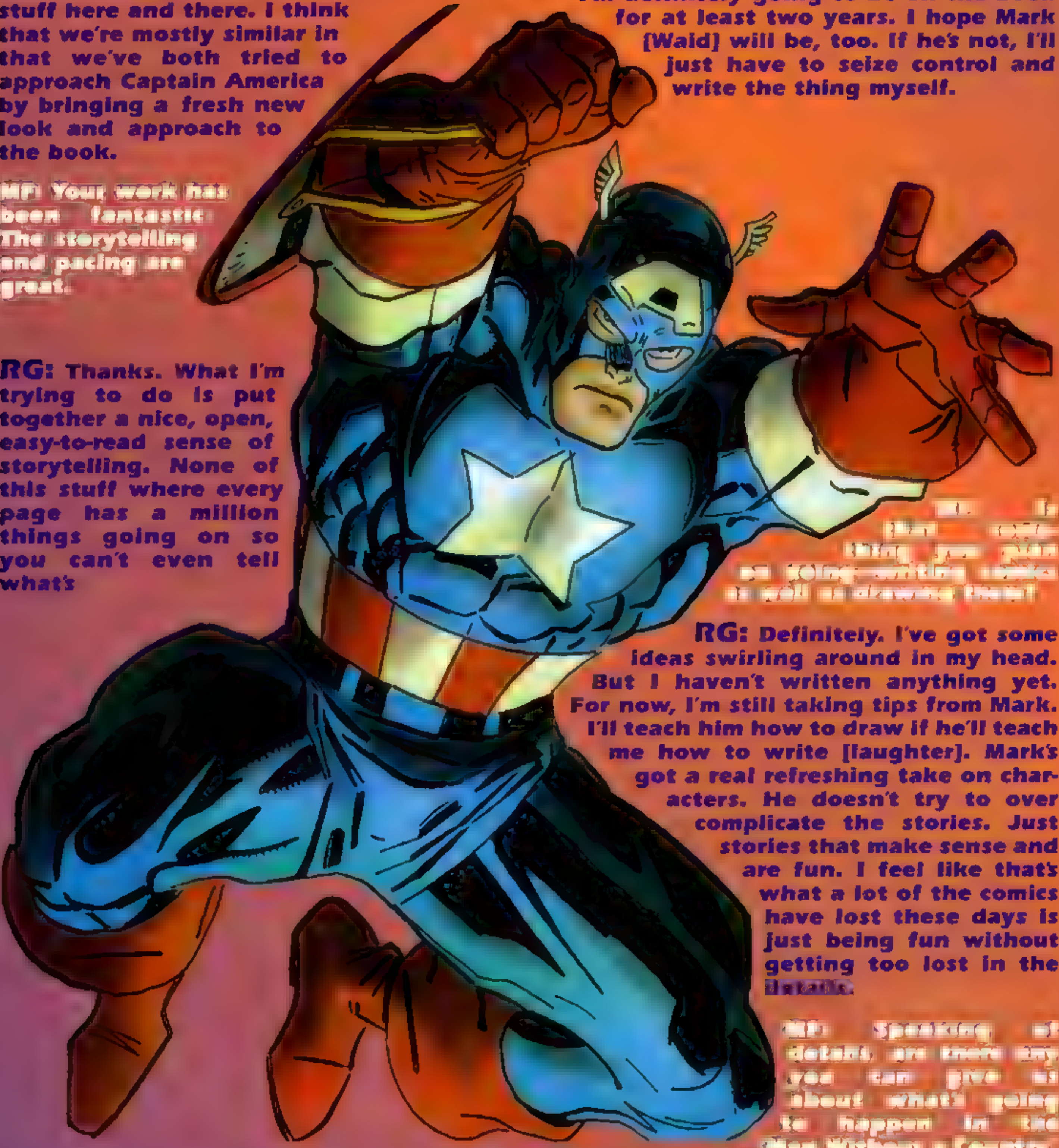
RG: Oh, I've been drawing since I was about two. I was a really huge Batman freak. My mother got me a pedal Batmobile and I was always drawing these Batman pictures and Superman pictures and things like that. Once I reached probably 9, 10, or 11, I just kind of forgot about them for a while. Meanwhile, I went to college for graphic design, but I really wasn't happy with it once I got out of school. Art wise, I was floundering around. I was managing a night club and bartending and things like that. I wasn't happy doing graphic design work. Then I picked up a Mike Zeck SECRET WARS issue. That's how I got hooked on comics again. I decided that that was what I wanted to do and started working on my samples. Then I found out that, by coincidence, Mike lived around my area. I called him up and asked him to look at my stuff and the rest is history.

MF: Wow. So has Mike been a major influence on your work?

RG: Actually, I find it funny that I've been accused of trying to follow in his footsteps. Even though that's really not the case, it's a compliment. I don't think our styles are the same, but

there's a little bit of him in my stuff here and there. I think that we're mostly similar in that we've both tried to approach Captain America by bringing a fresh new look and approach to the book.

I'm definitely going to be on the book for at least two years. I hope Mark [Waid] will be, too. If he's not, I'll just have to seize control and write the thing myself.



MF: Your work has been fantastic. The storytelling and pacing are great.

RG: Thanks. What I'm trying to do is put together a nice, open, easy-to-read sense of storytelling. None of this stuff where every page has a million things going on so you can't even tell what's happening. I really get into creating the story and making it work panel to panel. It's like being a director and choosing the camera shots and finding the best way to tell the story. And once you've done that, you can build up to those great, memorable punch shots rather than have them every page. Spread them out so they mean something.

MF: Is that something you plan on doing—writing comics as well as drawing them?

RG: Definitely. I've got some ideas swirling around in my head. But I haven't written anything yet. For now, I'm still taking tips from Mark. I'll teach him how to draw if he'll teach me how to write [laughter]. Mark's got a real refreshing take on characters. He doesn't try to over complicate the stories. Just stories that make sense and are fun. I feel like that's what a lot of the comics have lost these days is just being fun without getting too lost in the details.

MF: Speaking of details, are there any you can give us about what's going to happen in the "Man Without a Country" storyline?

RG: The U.S. government is against [Cap]. The fact that he has been teaming himself up with somebody like the Skull has made people doubt him and, obviously, in the non-trusting society that we live in, people aren't gonna trust him. That's where the whole "Man Without a Country" thing starts with issue #450. What's probably gonna happen is Cap's going to have to either clear his name or go to jail. Beyond that, I'm just gonna put the zipper on that one and let you find out for yourself.

MF: What's your favorite work you've done?

RG: I'm doing it now. CAPTAIN AMERICA.

MF: It definitely shows. Are you planning to stay with the book for a long time?

RG: I'd like to. I'm having a ball drawing the character. And that's the first thing. Then the second thing is the response you get. The response you get can be very motivating. It's been so positive, it's made me want to work at getting even better.

MF: Is Captain America a character you've always wanted to work on?

RG: Interestingly enough, the samples I brought into Marvel were of Captain America. I've always loved the character. He's got a lot of redeeming qualities to him. He's not just a gratuitous character visually or personality-wise. He's got a

good foundation. Anyone who has read Captain America usually walks away knowing exactly where he's coming from. Not like a lot of other characters where you're going, 'Who is this character? He's got five alter-egos and this and that. I mean, give me a break! Captain America's appeal to me is that he's unwavering in what he believes in. And I think that's really rare with any of these characters. He's one of the characters that you'd have to say, no matter what comic book universe another character is coming from, Marvel or DC, they'd all have to look up to him. I've always wanted to do a character like this and I'm having a ball.

MP: Now that you and Mark have re-established the Red Skull as Cap's main adversary, are there any other major villains we can look forward to seeing?

RG: There's some I want to play around with. A lot of people want us to do something with Crossbones, but I also want to do something different, possibly by using characters like the Silver Samurai. With Cap being out of the country, it gives us the opportunity to explore these other characters who aren't from the U.S.; these characters who aren't the typical Cap villains. I figure, let's try something new, y'know?

MP: Sounds good to me. How do you psyche yourself up to draw?

RG: When I draw a book, I find myself getting absorbed in the character. It's not like I'm sitting in my studio with the costume on or anything. But I do try to really absorb the whole persona of the character. So it's almost like, while I'm drawing the character, I'm kind of acting. I've even found myself making facial expressions for close-ups and things without knowing it. If I'm drawing an angry face, my face looks and feels angry. That's pretty much how it works. You just get psyched. You want to kick butt in this issue. You want it to look great. You want to have fun with it. And you want to make him do all these kinds of different things because that's what you're in control of. Mark writes it. I'm the one who kind of brings it to life. And I think that's the fun part [laughter].

MP: What's the strangest convention experience you've had?

RG: Actually, the first time I went to a convention, I had a few experiences that left me with the impression that, 'Holy cow. This is what I've become a part of?!' In San Diego, I saw this guy, he was about 6'5", and he was with his little five-year-old boy. This big guy was dressed up like Jean Grey from the X-Men [loud laughter]. He had the pumps on and the Phoenix outfit and the hair and the blush and the mascara. And here he was with his little kid. And that kind of threw me. But you see things like that all the time and they're funny. Another time, one of these fans came up to me and, because I work in the field, he automatically thought I knew everything there is to know about every comic that was ever printed. So he asked me about NOSFERATU #12 or something and I just looked at him like, 'What the heck are you asking me for? Do I look like a guy who read that stuff way back when?'

MP: And the worst part was that you had, indeed, read it.

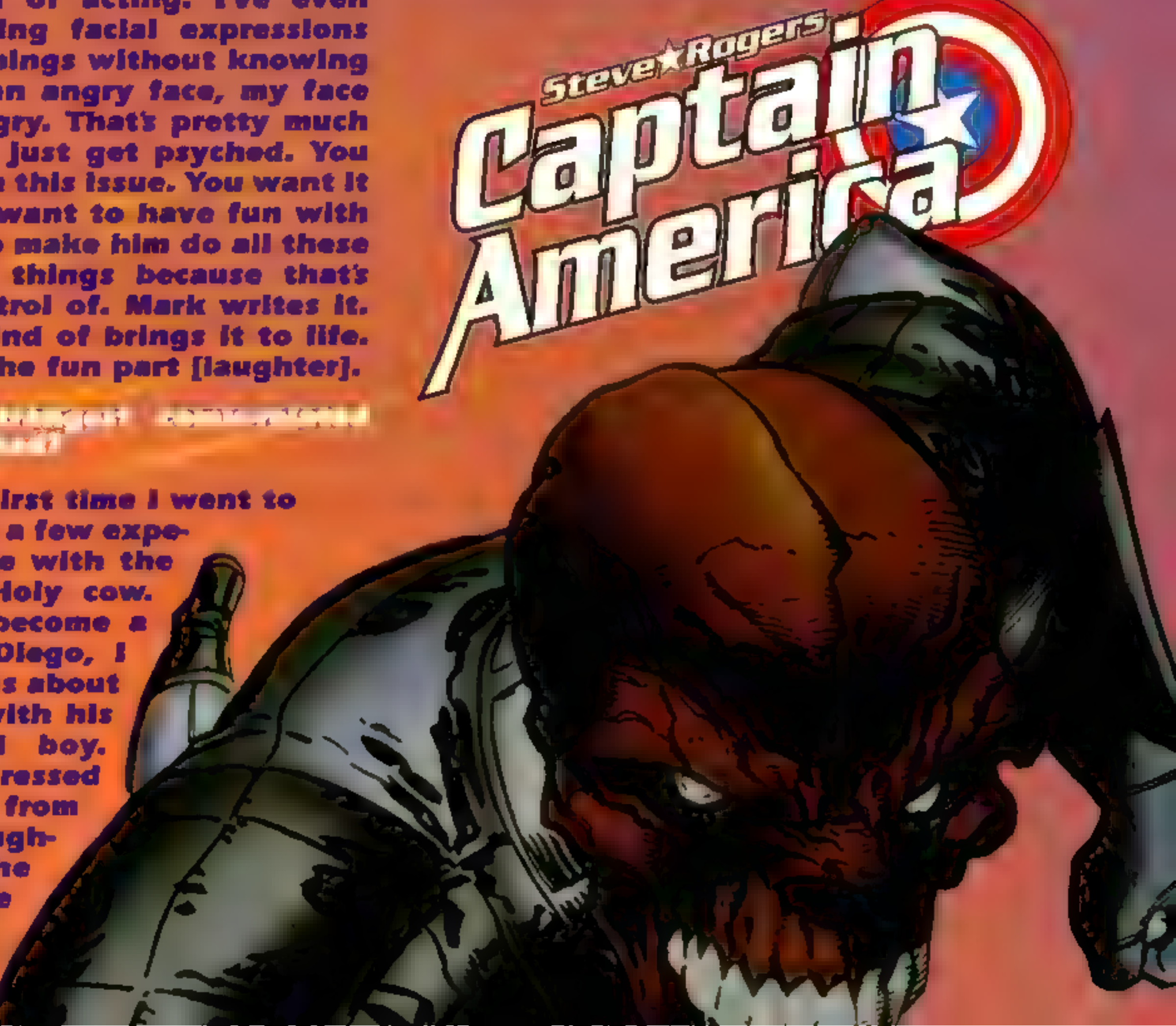
RG: (Laughter) Yeah, sure. I was just afraid to admit it [Writer's note: this is sarcasm. Ron Garney has not indeed read NOSFERATU #12, let alone the eleven NOSFERATUS that preceded it].

MP: How about your best experience in the industry?

RG: There've been a lot. I really enjoy meeting other creators. But probably the best experience was just getting in. I remember being a kid reading Marvel comics (what a plug this'll be) and then, later on, getting my samples together–even being in my late 20s–it still had that kind of charm to it. So when I finally did get in, it was just such a great experience from the getgo.

MP: Good for you! So, in closing, what do you want comic fans to remember about Ron Garney?

RG: That I love liverwurst. I want everyone to remember that.



HEROES

SILVER SURFER NO.115

GEORGE PEREZ/TOM GRINDBERB/BILL ANDERSON
The Surfer's body parts have been sold! Now each of their buyers must deal with owning a piece of the power cosmic!
(Shipping 3/5/96)

MARVEL HEROES NO.1

STAN LEE & FABIAN NICIEZA /STEVE DITKO, JOHN BUSCEMA, GENE COLAN,JOHN ROMITA SR. &NEAL ADAMS/MARK TEXIERA, TERRY AUSTIN, BILL REINHOLD &KEVIN NOWLAN
Classic Creators Jam With Today's Superstars! A who's-who of veterarn and contemporary favorites team-up to do all-new takes on The X-Men, The Fantastic Four, The Avengers, Daredevil and Spider-Man! Coolest of all, the creators collaborate in Marvel's first ever "jam session," featuring the work of several artists on the same pages and panels! It's a once-in-a-lifetime 48-page blockbuster—that kicks off a new, ongoing quarterly comic!
(Shipping 3/?/96)

IRON MAN NO.328

TERRY KAVANAGH/JIMMY CHEUNG/ MARK MCKENNA
Tony Stark carves out a new life as a Columbia University student and a hi-tech warrior! Meanwhile, Frost freezes the big apple, Tony gets a new job, and we learn the fate of Stark Enterprises!
(Shipping 3/19/96)

FANTASTIC FOUR UNPLUGGED NO.5

MIKE LACKEY/ADRIANA MELO/TIM DZON
Reed, Sue, Ben and Johnny—the original Fantastic Four—are back in New York again! But don't expect a ticker tape parade from Blastaar, the Negative Zone butt-kicker!
(Shipping 3/5/96)

THOR NO.498

WILLIAM MESSNER-LOEBS/MIKE DEODATO JR.
Odin: homeless? Thor: powerless? Absorbing Man: mercyless? Plus: Hercules drops by to console his newly-made mortal buddy! "Not since the days of Walt Simonson has there been this much buzz about the blond Avenger," (OVERSTREET'S FAN).
(Shipping 3/12/96)

FANTASTIC FOUR PRESS POSTER NO.221

CLAUDIO CASTELLINI
The world's greatest super team unite in all their glory, courtesy of Claudio(MARVEL VERSUS DC)Castellini!
(Shipping 3/12/96)

CAPTAIN MARVEL NO.6

FABIAN NICIEZA/ED BENES
The new Captain Marvel tries to convince an entire planet of people that they died when their god left them, but will they listen? Fabian Nicieza continues to take this series where no cosmic book has gone before!
(Shipping 3/5/96)

CAPTAIN AMERICA NO.451

MARK WAID/RON GARNEY/DENIS RODIER
"Man Without A Country"—Part 2(of 4)
STEVE ROGERS ASSUMES A NEW IDENTITY AND COSTOME! Exiled from America, Rogers travels the world in a desperate quest to clear his name! Can he find Machinesmith before he plunges the world into war? "CAPTAIN AMERICA...One word: incredible," (OVER-STREET'S FAN).
(Shipping 3/5/96)

AVENGERS NO.397

BOB HARRAS/MIKE DEODATO/TOM PALMER
CONTINUED FROM INCREDIBLE HULK No.440!
The Earth's Mightiest Heroes rush in to pick up the pieces from the fight between the green goliath and the thunder god! But after the big bomb will they just find two piles of radioactive goo?
(Shipping 3/5/96)

FANTASTIC FOUR NO.412

TOM DEFALCO/PAUL RYAN/DANNY BULANADI
Mr. Fantastic Vs. Sub Mariner—The Final Battle!
As Sue hovers near death's door, Reed and Namor wage all-out war in the battle the readers demanded! It's broken hearts and bones in the brawl that will finally resolve the classic Sue/Namor/Reed love triangle!
(Shipping 3/26/96)

SILVER SURFER NO.116

GEORGE PEREZ/TOM GRINDBERB/ BILL ANDERSON
Question: What will twelve ordinary aliens on the other side of the galaxy do with a piece of the Power Cosmic? Answer: Get into a whole lotta' trouble!
(Shipping 3/26/96)

AVENGERS NO.398

MARK WAID/MIKE DEODATO/TOM PALMER
Mark Waid takes on the earth's mightiest heroes! One by one, the Avengers are attacked by a foe who knows all of their secrets! Who is he, and where does he come from? Only the Super Soldier knows! The fan-favorite writer who revitalized Captain America and jumped on X-Men is here!
(Shipping 3/26/96)

COSMIC POWERS UNLIMITED NO.5

GREG WRIGHT/SCOT EATON/DON HUDSON
The return of Captain Universe! The Star Masters vs. the master race of the Axi-tun! And Firelord, too! Strap yoursellf down as three titanic tales push the envelope of Marvel's cosmic boundaries!
(Shipping 3/5/96)

Clash of the Chosen Ones

Ever since Nate Grey's traverse from the "Age of Apocalypse" into our time stream, fans have anxiously awaited his inevitable confrontation with Cable. It's an all-out rumble when the Chosen Ones collide in X-MAN by John Ostrander, Steve Skroce and Bud Larosa and CABLE by Jeph Loeb, Ian Churchill and Scott Hanna this month. This two-part climactic crossover in CABLE #30 and X-MAN #14 is sure to leave a trail of destruction in its wake.

"These two are essentially the same person and they're about to meet for the first time," explains Mark Powers, Editor of CABLE. Up to this point, Nate has been lost in a haze of confusion and wonder in this new world with hardly any X-Men in sight. That is about to change.

"It becomes apparent that Nate Grey has the potential to grow to the Phoenix's level of power," reports Powers. "That poses a danger and that's when the X-Men have to step in. It's their job to find mutants and help them with their powers and if they're evil, to stop them. Since so little is known about Nate, this situation is no exception."

However, getting close to this interdimensional mutant may prove more difficult than the X-Men anticipate. According to X-MAN Editor Jaye Gardner, "Nate is extremely powerful and because of his experiences with Dark Beast, Sugarman, and Sinister he doesn't trust anyone and won't allow himself to be used. He is basically what Cable would have been if he had never been infected with the Techno-Organic Virus. We've already seen Nate defeat Xavier (X-MAN #10—Tim). Just think what he might do to Cable."

CABLE scribe Jeph Loeb explains, "Before he's twenty-one, Nate Grey's powers might literally destroy him. Since Cable and Nate are two sides of the same coin, Cable is the only one with the power to stop him and he'll use everything to take this kid down. Cable may want to try and reason with him but the question is, how do you reason with a man who possesses the power of a nuclear weapon?"

So what kind of results will a battle between these two powerhouses bring? Jeph Loeb assures fans that the confrontation will be a pivotal point for both sides. "When this battle is over, it will be as important to Cable's life as WOLVERINE #75 was to Logan's. From this point on, everyone that comes in contact with Cable will be affected by the events in this crossover. For X-MAN, and Nate, it will mean a brand-new direction. And although Nate Grey is possibly the most powerful mutant on earth, Cable is the Chosen One."

—Rob Piotrowski

Jimmy Palmiotti

[illegible]

Influences?

[illegible]

Life beyond comics?

[illegible]

Where do you see yourself in ten years?

[illegible]

First Comic read?

A [illegible] FANTASTIC FOUR [illegible] FANTASTIC FOUR [illegible] my favorite. I [illegible] #1 to 4[illegible] [illegible] #1 [illegible] to buy a car and the rest I [illegible] for money to go on dates.

Favorite Comic Of All Time?

The first thing that pops into my mind is the [illegible] of CAPTAIN AMERICA. My dream is to get a [illegible] to me. That would be [illegible] fun.

Favorite Work Of Your Own?

[illegible]

Comics You Currently Read?

[illegible] let me see what's next to my bed. [illegible] and anything that I [illegible] Anything people send me for free.

Favorite Character(s)?

I've always liked the Fantastic Four but I haven't been [illegible] it for the last couple of years.

Least Favorite Character?

[illegible]

The One Person You'd Like To Meet?

[illegible]

Most Embarrassing Moment?

[illegible]

Things You Collect?

[illegible]

What was your most recent Halloween costume?

[illegible]

The last good movie you saw?

[illegible]

Who would Play You In A Movie If they Made A Movie About Your Life?

[illegible]

What Are Your Favorite Cartoons?

[illegible]

[illegible]ding; flow and character movement.

Do You Have Any Nicknames?

[illegible]'d want to repeat? That I'd want in print?

People You Would Most Like To Work With?

[illegible]ncis Ford Coppola [illegible] to develop [illegible] with him. [illegible] Scorcese. [illegible] also like to [illegible]ork with Kevin [illegible]wlan or Steranko. Jerry Ordway. I love [illegible] in a manly way.

Favorite Music/Musical Performer?

[illegible]nson, of the 22 Brides.

Favorite Bit Of Comics Paraphernalia?

[illegible] figure, by Sean Nagel. We designed [illegible] did the sculpture.

Any Trademarks To Your Work?

[illegible] stick 22 Brides in the book. Books [illegible] that's my trademark.

What Would Your Dream Project Be?

[illegible]m project is the five-hundredth issue of [illegible]. And to run Marvel Comics.

If You Could Be Any Comic Book Character, Which Would You Be and Why?

[illegible]er-Man, so my clones can do my work for [illegible] I'm out [illegible]

Most Useless Bit Of Trivia You Know?

Joe Quesada is an [illegible] I have proof.

Last Time You Performed In Front Of A Crowd?

[illegible]me Shopping Channel, with Bill [illegible]

Your Best Friends Say Your Worst Habit Is?

[illegible]y-going, too [illegible] That I like to [illegible] three-piece [illegible]

Your Mutant Ability Is...

[illegible]ax people; to make [illegible] feel at ease.

Questions I Forgot To Ask?

[illegible] have any pets?" Yes, I have two cats, Frankie and Johnny. They're sweet [illegible] they fill in blacks and rule lines. So [illegible] handy, too.

Parting Shot/Parting Quote?

[illegible] I've got work to do.

[illegible]rrison, who conducted this inter[illegible] [illegible]ght still [illegible] [illegible]ws girl [illegible] but [illegible]ad's get[illegible]g jealous.

BRAVEHEART AIN'T THE ONLY HUNK THAT SHOWS HIS KNEES... CONAN IS BACK!

Readers got a [illegible] Cimmerian merc[illegible] featured an appe[illegible] ation of primitive sc[illegible] sorcery, thus giving Conan [illegible] faced. The coming [illegible] compelling adventures for "The [illegible]"

"CONAN FOR THE '90'S"

The monthly color [illegible] scribe Larry [illegible] year. The shorter [illegible] who fans will recog[illegible] MARE. Bennett's [illegible] sister magazine CONAN THE [illegible] the finest black-and-white [illegible] he owed it to the readers [illegible] longer three-issue arcs [illegible] Artists who Lackey feels will best capture [illegible]

The main feature of the [illegible] SAVAGE will be written by famed [illegible] Alcatena, artist of MARVEL ACTION HOUR [illegible] tures will be written by [illegible] writer of *Judge Dredd*, as well as [illegible] PUNISHER WAR JOURNAL [illegible] KNIGHT Blevins.

Covers will be provided by such famous [illegible] artist Steve Hickman, and WORLDS' [illegible] artist [illegible]

January signals the beginning of the first [illegible] entitled "God Killer" [illegible] race of Aborigines.

"3000 to 1? I think [illegible]"

"Better feel sorry for the [illegible]"

From March to May, [illegible] cisely one of the species of [illegible] tled "Venomous Intent." The Spider Cult of [illegible] transports a Venom-esque symbiote from [illegible] takes up the totem of a spider and merges with [illegible] All the drooling action will be captured by [illegible]

3,000 TICKED-OFF ABORIGINES, AN ALL-DRUNK ISSUE, THE RETURN OF RED SONJA, A SHOWDOWN WITH THE MIGHTY THOR, AND CONFRONTATIONS WITH HYBOREAN AGE VERSIONS OF THE PUNISHER AND VENOM. THIS AIN'T YOUR DADDY'S CONAN.

"I JUST WANT TO BE KILLED, THE GOD OF THUNDER AND SYMBIOTES"

What would Conan do if asked by an approaching stranger, "Hey bud, I'm really sick of living. Could you kill me?" Before you answer, what if the stranger were 4000 years old and impossible to kill? This is the question Conan must answer in a story entitled "Blade Brothers." The story by Dan Abnett, Joe Bennett and Randy Emberlin introduces Madoc, an ancient warrior who is more than Conan's equal. He is smarter, wiser and stronger. Conan's the greatest warrior of the time as well as Madoc's only hope, so he isn't about to let Conan simply turn and walk away. In fact, the second part of this two-issue tale is a full-length knock-down, drag-out fight when Conan

tries to do just that.

The big event for CONAN THE SAVAGE will be the appearance of The Mighty Thor. Not a Hyborean Age version, nor a dream, this is the genuine God of Thunder. According to writer Chuck Dixon, Thor's half-brother Loki, the God of Mischief and The Enchantress, Goddess of Love, are in Asgard "channel-surfing" the greatest battles throughout the centuries. They're making bets as to the outcomes, when they notice Conan. Impressed by this warrior, the two Asgardian gods wager on the result of a battle between Thor and a Conan bestowed with the powers of a god.

Readers are in for a treat as Dixon explores a battle with what he believes to be the two Marvel characters with "the biggest attitudes." As to the exact outcome of this confrontation and what role Red Sonja plays, Dixon would not say. But he generously offered, "Everything in a Conan story ends disastrously for at least one concerned party."

This story will also be the start of appearances by what Lackey referred to as, "the first of the bad girl characters." He plans to feature Red Sonja in a series of back-up stories in CONAN THE SAVAGE, a prelude to her guest-starring in the color comic. Enrique Alcatena, noted throughout Latin America and Europe for drawing fantasy women, will be handling the art chores for these Red Sonja tales.

As the year draws to a close, readers will be treated to a Hyborean Age version of the Punisher in a tale entitled "Crom and Punishment." If that wasn't enough, readers will discover how successful Conan was at disposing of Madoc when the disgruntled old warrior returns in the two-issue story "Dead of Winter," with art again by Bennett. It features a Madoc even more upset than his debut. And why is he so angry? After all, didn't he want to die? That is exactly the problem. He isn't dead, yet!

Finally, the year wraps up with the "all-drunk issue." Conan drunk on page one, all the way to page twenty-two. What else is there for a barbarian to do when he can't even pick a decent fight? But we're sure there'll be a fight in there somewhere.

A special Conan project is also in the works and tentatively scheduled for '96. Simon Bisley is doing a pen and ink adaption of the classic Conan story, "Rogues in the House." This bookshelf novel will be titled "I, Thak." Written by Larry Hama, it will be a unique Conan adventure told from Thak (the monster's) point of view, very much like the classic novel, *Grendel*.

"BRING OUT YOUR DEAD!"

Editor Lackey and writers Hama and Dixon find a certain freedom in working on Conan that they would not get with other Marvel titles. "There is only one solution to a problem," Hama explained. "Conan's just kills his way out."

"It's refreshing," he continued. "There's no [illegible] guilt. The character won't be nailing his hand to his forehead afterwards. It's easier with Conan," Dixon added, "because there are no boundaries. Conan's lines of morality [illegible] survival." Nowhere is this feeling more evident than in one of Dixon's previous Conan tales. Set on a boat, Conan [illegible] must continuously feed members of his crew to a [illegible] sea monster to stave off its attack before the ship [illegible] safety.

Much like the Punisher, Dixon finds the same type of dark humor in Conan. "Conan will say something in a situation that is funny, but won't realize it," making the scene [illegible] much funnier.

The pages of Conan can also resonate with modern problems which would not be possible within the pages of Marvel Universe books which take place in today's society. "You can do stories highlighting sensitive social issues if you [illegible] them 10,000 years ago," Lackey explained. "Let's say the Aquilonians don't like the Sumerians; we could do a big [illegible] storyline. We could not do that in a 1990's Los Angeles setting.

"There were lots of plagues that destroyed [illegible] Black Plague of the 1400's alone killed 25% of the [illegible] Conan exploring that and its ramifications, a story [illegible] New York City."

Conan purists need not fear that Marvel is [illegible] made Conan one of the most [illegible] cery characters around [illegible] concept" (Can't you just [illegible] Marvel continues to [illegible] people so as to [illegible]

"We're not [illegible] explained. "We [illegible] cepts and situations [illegible] would be appropriate [illegible] When developing [illegible] Punisher character [illegible] acter that could be [illegible] days. A [illegible] black armor [illegible]

By [illegible] writers and artists [illegible] these high concept [illegible] [illegible]

"The idea [illegible] books," Lackey [illegible] reader, from [illegible] kind of Conan they want to see.

"I cannot worry [illegible] a month or 20,000 a [illegible] myself with is whether [illegible] to do the best story they [illegible] like Conan. I think that [illegible] is simply ripping it off. Why [illegible] dead?" He's still [illegible]

–STEPHEN VRATTOS

"THERE IS ONLY ONE SOLUTION TO A PROBLEM...
CONAN JUST KILLS HIS WAY OUT."

CASPER NO.2

Angelo DeCesare/
Bill White/Jorge Pacheco

Continuing the first all-new Casper comics in over 10 years! The feisty ghost, Kat and Doc Harvey travel to merry ol' England and visit Harvey Castle, the home which has every-thing—including its own ghost!
(Shipping 3/5/96)

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Lisa Trusiani/
Barb Rausch/Barb Kaalberg

Grab your scuba gear as Barbie dives into the water world under Antarctica!
(Shipping 3/12/96)

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Barbara Slate/Cosme Quartieri/
Horacio Ottolini

Starring Timon Pumbaa from "THE LION KING !"
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SABAN'S MIGHTY MORPHIN POWER RANGERS NO.7

Fabian Nicieza &Barry Dutter/Ron Lim &Chris Cutter/
Jim Sanders III & Mark McKenna

Two morphinomenal tales! In the first, the Rangers have a close encounter with an alien! In the second, a lycanthrope prowls a boy who cries wolf!
(Shipping 3/5/96)

CONAN NO.10

Cover by Bret Blevins
Larry Hama/Alcatena

Amazon babes ahoy! The bronze barbarian gets bushwacked by a band of bodacious beauties! Bummer, huh?
(Shipping 3/5/96)

REN AND STIMPY NO.42

Martin Rein/Gary Fields/Jeff Jarka/Don Hudson

Ren drags Stimpy to Cap'n Salty Wet World theme park to see Shame 'O: The Incarcerated Killer Whale—anyone for fish sticks?
(Shipping 3/5/96)

GENERAL ENTERTAINMENT

SABAN'S MIGHTY MORPHIN POWER RANGERS NINJA RANGERS/VR TROOPERS NO.6

Fabian Nicieza & Barry Dutter/Steve Ditko &Tom Morgan/
Tom Palmer & Don Hudson

Snappy Steve Ditko joins the Ranger Squad! The man who thrilled a generation with Spider-Man's first adventures treats the next generation! Plus: more TV style action starring Saban's one-two punch!
(Shipping 3/19/96)

BEAVIS & BUTT-HEAD NO.27

Sam Johnson/Chris Marcil/Rick Parker

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(Shipping 3/19/96)

DOCTOR WHO SPRING SPECIAL

Alan Barnes/Lee Sullivan

This detailed guide to the *Doctor Who* films includes a special strip: "Daleks vs. the Martians"—the greatest movie never made.
(Shipping 3/12/96)

CONAN THE SAVAGE NO.10

Painted cover by Dan Brereton
Roy Thomas/John Buscema

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Mort Todd/Amanda Conner/
Alberto Saichann

Gargoyles all over the city are being smashed into gravel! Will Goliath and crew get *pounded in "Hammer of Fear?"*
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Gary Russell/Martin Geraghty

Northern Russia 2084: the Doctor faces the grisly legacy of Chernobyl.
(Shipping 3/19/96)

WHAT IS GOOD?

on the chin

fabian nicieza (nee-see-eh-sa.)

The line stretched a full city block down the San Jose streets during a store appearance. People were waiting for an autograph from me. Half the people on that line had no clue who I was or what I did. The other half either "loved" my work or "hated" it. For the most part, the people who hate your work don't say it to your face, so at these events, you tend to get a day's worth of ego-stroking.

I think that's why so many creative people are so conceited. They mostly hear people tell them that they're "gods." And they begin to believe it.

On the other hand, some chowderhead waited forty-five minutes in a line a few years ago just to tell me I "sucked." I'm quoting here. And then he just calmly walked away.

How can one person in a linethink my writing is "great" and the very next person in line think I'm pond scum? What makes the same comic good in one person's eyes and bad in another's?

The reason is simple and one which many of us have a difficult time coming to grips with — QUALITY IS SUBJECTIVE. As a result, everything we read, think or believe in is based on INDIVIDUAL standards of measurement.

People ask me what I like and I never have a good answer for them. What I like is what I like. That doesn't mean it's what YOU'LL like. In my humble opinion, the comic book medium, from readers to professionals to retailers, all spend far too much time shoving THEIR opinions of good and bad down everyone's throats! Maybe it's just me. But for the most part, I grew up reading super hero comics, so I understand and appreciate their place within the industry, but as I've grown older, I've read super heroes more for the sake of making my job easier than for any real enjoyment value. That doesn't mean I think super heroes are bad. It just means that I'm in a different place as far as my personal entertainment reading habits are concerned (but just so you don't think I'm pretending to be too highbrow or anything, I still read more dumb "Star Trek" novels than I should). Conversely, as a writer, I want to write a lot more than adventure fiction. And I will, all in good time.

Maybe I'm lucky, having worked within the halls of as "conservative" a company as Marvel, because I've seen the merits of publishing BARBIE as well as SPIDER-MAN; Moebius at the same time as FANTASTIC FOUR. As an editor, I knew in my heart that BILL & TED'S EXCELLENT ADVENTURE was better than any X-Book we were putting out at , but I had no illusions that it would sell better.

The super hero genre has dominated this medium for decades. The tidal swell comes in and goes out, causing their popularity to ebb and flow, but I expect they'll remain the mainstay of our industry's publishing ventures. Does that mean super hero comics are better than fantasy ones? No. You have to take them on their individual merits, right?

Geez, if I had a dollar for every adult reader or professional who said, "Super hero comics suck," or, "[Fill in company name here] comics suck," I'd be able to put my kid through Princeton. No genre "sucks" by its very existence. Individual comics within that genre might not be well-done, but that is all still a subjective criteria being used to judge its qualitative merits.

So am I saying that nothing is bad? Yeah. By the same token, I guess you can argue that nothing is good, either. Things are what they are. Words on paper. Pictures on paper. Images on a screen. We, in turn, attach our own individual criteria of qualitative measures to those things.

Let's start growing up, folks. Let's allow people to enjoy what they want to enjoy for themselves. In this industry, we seem to have devolved into a state where, "if we want to hear someone's opinions, we'll give it to them." That ain't what it's all supposed to be about.

I can understand the frustrations of people who have grown up reading comics and now feel the medium doesn't service their tastes. Is it fair that young reader comics can't make a dent in the marketplace? Or romance comics? Or westerns (don't talk to me about that after seeing the less than spectacular retail orders on TWO GUN KID)? Or fantasy? Of course it's not fair. But hey, exactly when did the rules change so that things are supposed to be fair? I must have slept through that day. You don't like the way it's going, then hide from it, cope with it, or get off the planet. Don't make everyone else's life around you miserable.

Am I saying we should keep our opinions to ourselves? Of course not. Spirited discourse requires differing points of view and those who know me know that I loooove spirited discourse. All I'm saying is that we should start being secure enough in ourselves that we can allow others to have their own points of view without feeling they infringe on ours.

Like or don't like, but don't call those who disagree "wrong" or "stupid." To give you an example, I've seen kids vehemently, verbally abused on the Internet because they didn't know who Jack Kirby was. Basically, a twelve-year-old is being blamed for having been born in 1983. Like it's his fault the body of Kirby's renowned work was produced before he was even born? I never cease to be stunned by the lack of patience, the unyielding unwillingness to give that I see in the people within this medium.

Sometimes it saddens me. Other times it amuses me. And regretfully, still other times, I have participated in the very actions I despise. I can handle justifiable, constructive criticism about my work, the industry, or anything else. It's just commentary born of ignorance from people who are old enough to know better that rankles me (all of which is just to prove the point that I'm not sitting here pretending to be perfect either).

So what do we do tomorrow? Here's a suggestion, which I'm going to try myself — have something GOOD to say about a comic book. And for one day at least, try adopting the adage, "If you have nothing good to say about something, say nothing at all."

end

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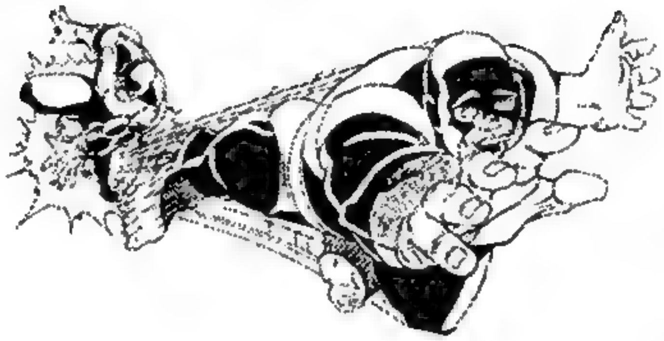

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can bring
on the
entire
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Gang fer all
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And clobberin'
days are
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